


Deokwoo Seo

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EDUCATION

Digipen Institute of Technology | Daegu, Korea

Current: 2nd-year student

TECHNICAL SKILLS

Programming Languages: C++ Programming

Engines: Opengl based game engine(self-made)

Interpersonal Skills: Solution-Oriented, Adaptable, Team Player, Self-Motivated

PROJECTS

Resonate | Test Lead

Sep 2023 - Dec 2023 (4 months)

- Developed a 2D boss-battle game set inside a dark cave, where the player must learn and counter the boss's attack patterns to emerge victorious

Delusion | Test Lead

Mar 2024 - Jun 2024 (4 months)

- Developed a horror game inspired by paranormal survival scenarios (similar to *Five Nights at Freddy's*), where players must endure the night by confronting eerie phenomena

Highway | Test Lead

Aug 2024 - Present

- 2D platformer featuring adventure, shooting, and tower defense elements. Players explore various levels, using both run-and-gun mechanics and defensive strategies to overcome swarms of enemies