

HOSEOB JEONG

COMPUTER(GRAPHICS, GAME) PROGRAMMER ☎ 206-617-9728

◦ DETAILS ◦

206-617-9728
do8437@gmail.com

◦ LINKS ◦

[Portfolio site](#)

◦ SKILLS ◦

C++

OpenGL

GLSL

Game Development

Ability to Work in a Team

UnrealEngine

Git

◦ LANGUAGES ◦

English

Korean

👤 PROFILE

I am passionate about computer graphics, game-play programming and computer science.

I did multiple team projects.

🎓 EDUCATION

Bachelor of Science in Computer Science in Real-Time Interactive Simulation, DigiPen Institute of Technology, Redmond

March 2017 — Present

DIT Merit Scholarship(Academic 2021~2023)

DIT KMU Transfer Scholarship(Academic 2021 fall~2022 spring)

Current Junior

Digipen-Dual-Degree-Program, Keimyung University, Daegu, Republic of Korea

March 2017 — February 2023

5 Semesters Academic Scholarship (2019~2021)

★ PROJECT

OpenGL Graphic Engine(Personal)

September 2021 — Present

-OpenGL Graphic Engine (C++)

-Multiple Lights, Reflection, Refraction, Dynamic Cubemapping

Q(GameProject), 5member

September 2020 — June 2021

- Physic/Game-play Programmer

- 2D platform Game Custom Engine(ECS) C++

Slimy Doodly(Game Project), 3member

March 2020 — June 2020

- Lead Designer, Gameplay/UI Programmer

- 2D platform Game Custom Engine(C++)

- Puzzle

Sonar Soul(Prototype Game Project), 3member

November 2019 — December 2019

- Game Designer, Mechanic Programmer

- Custom Engine(C++)

Bald Carrot(Prototype Game Project), 3member

October 2019 — November 2019

-Game-play/Game Mechanic programmer

-Custom Engine(C++)

Wester(Personal GameProject)

May 2019 — June 2019

JavaScript with p5js

2 player timing game