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| --- | --- | --- | --- |
| Hoseob Jeong   |  |  | | --- | --- | | Computer(Graphics,Game) Programmer | 206-617-9728 | | |
| Details 206-617-9728  [do8437@gmail.com](mailto:do8437@gmail.com) Links [Portfolio site](flexseob.github.io) 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++)  -Mulitiple Lights,Reflection, Refraction, Dynamic Cubemap 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 | |