Jinchul Kim

(+82)10-9525-1404 wlscjf1404@gmail.com

Project Experience

World War Magician (VR Game) *March 2018 – July 2018*

1. Purpose : to make a game using VR technology which is rapidly being developed these days.
2. Tool : Unity 3D(C#), Samsung Gear VR
3. Role : Team leader, Develop Enemy A.I.
4. Function : Detecting the user's head tilt and rotates the screen

Using magic skills when a button on VR controller gets clicked.

1. Achievement : able to get knowledge about VR by making VR games myself.

Gwangsan 24/7 (Problem Reception APP) *May 2019 – June 2019*

1. Purpose : to Fix the problems of the existing APP and reinvent them.
2. Tool : Andriod Studio(java)
3. Function : SNS Login, Write a text Using DB, Retrieve text stored in DB
4. Achievement : improved my Android development skills.

Successfully Attempted to implement SNS login.

DGSW Shopping mall (Shopping Mall Web) *June 2019 – June 2019*

1. Purpose : To study React.
2. Tool : IntelliJ(Spring boots, React)
3. Function : Showing products in DB, Moving products to a cart, Saving orders information to DB by making a virtual payment.
4. Achievement : Specialized in building a website..

understood the basic structure of React..

Education

Daegu Software High School (Deagu, Korea)

1. Develop Software Deparment (2017 ~ 2020)

Additional Skills

1. Proficient at the Unity engine
2. Presentation of Data Structure and Implementation of Algorithms
3. Understanding the basic concepts of an object-oriented program
4. Ability to use Spring framework
5. Built-in application implementation with Android Studio