

Skills

C	C#	Automation	Git/SVN/Perforce	gcc/g++	Jira/Jaas
C++	Artificial Intelligence(AI)	ADB	Virtual Reality(VR)	Confluence	Testing Program

Work Experience

Software QA Engineer - Samsung Electronic America December 2023 - Present

- Worked for the call automation project for call quality with Python as well as dealing with network testing scripts
- Proceeded manual testings of new operating systems and AI Translation of Samsung's Android phones, wearables and tablets.
- Collected device logs and network logs from devices using ADB comment shell and Samsung's internal software

Software Engineer I - EA Sports July 2022 - May 2023

- Supported Game Development teams and QAs by creating and debugging scripts in C# language to build confidence in quality through automation involved in Madden 23, Madden 24, EA SPORTS PGA Tour and College Football.
- Maintenance of the documentation and the back-end automation technologies.
- Participated in tool projects which help Game Development teams clarify issues and improve the quality verification process

Teaching Assistant - DigiPen Institute of Technology February 2021 - April 2022

- Helped students with C# programming in two classes to further their understanding of core topics
 - Graded students' project and lab submissions and provided constructive and detailed feedback
 - Assisted professor in CS Programming class by helping students to understand C++ and its object-oriented features
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Academic Projects

AI programmer - Kaiju Kabouly (2 Programmers, 2 Designers) January 2022 - April 2022

3D VR first-person action simulation game / Unity Engine

- Wrote the code for the car AI system which enables the traffic system in the game
- Developed human AI to reduce errors and show better movement and optimized with testing
- Debugged errors and warnings from the overall code and source control

3D OpenGL Project (Solo Academic Project) September 2021 - December 2021

3D OpenGL graphics framework / Custom Engine

- Completed core math library with C++ language which enables basic 3D transformations such as rotation, perspective and etc.
- Visualized lighting by using BRDF lighting and enables texture mapping by modifying shaders
- Implemented navigating camera controller and reflect system to make shiny specular objects reflect the skydome

AI programmer - Flow Field Project (2 Programmers) October 2020 - December 2020

Flow field game AI project / Custom Engine

- Formulated core features including AI by using the Dijkstra algorithm in C++ language
- Handled project management and designed program concept and core program mechanics

Producer, Gameplay programmer - Cheese Roll (4 Programmers) October 2019 - July 2020

2D top-down cooperating puzzle game / Custom Engine

- Built core game mechanics, game engine and game levels with C++ language including joint system for rope
- Managed the team efficiently and successfully for well-organized teamwork
- Programmed main menu UI, tutorials, and credit scenes

Technical Director, Gameplay programmer - Finding Coffin (3 Programmers) March 2016 - July 2016

2D platformer running game / Custom Engine

- Constructed core game concept and core mechanism
 - Made gameplay and all physics codes in C language
 - Designed the overall UI of the game including score, main menu, and credit scene
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Education

University of the Cumberlands May 2025 - Present

Master of Science in Computer Science

DigiPen Institute of Technology March 2015 - April 2022

Bachelor of Science in Computer Science and Game Design

Additional Information

Military Service: Sergeant, Republic of Korea Army Reconnaissance and Surveillance Unit 2016 - 2018

- Received an award certificate medal from the United Nations Command MAC secretary and awarded a certificate from the regimental commander for marvelous mission performance at the border against North Korea