EUNJIN HONG

Game Programmer / Software Engineer

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SKILLS

Programming Language

C / C++

C#

Blueprints (UE4, UE5 scripting)

Game Engine

Unreal Engine 4,5

Unity

Tools / Frameworks

Git

Tortoise SVN

Bitbucket

Visual Studio

Visual Studio Code

Sublime Text

Dr.Memory / Valgrind

LANGUAGE

Korean	*Native*
English	*Proficient*
Japanese	*Intermediate*

EDUCATION

BS IN COMPUTER SCIENCE & GAME DESIGN
DigiPen Institute of Technology
Apr 2023

ACADEMIC TEAM PROJECTS

AI Programmer *Aug 2022 - Dec 2022*
Scrap and Battery, *3D third person side scroller* - UE5 / C++
• Established basic enemy AI finite-state machines and action behavior trees to be used as an AI architecture for 5 types of enemies.
• Built utility-based AI architecture for 2 types of enemies considering their unique abilities, using UE5 blueprints and behavior trees.
• Developed enemy AI interactions with player and player abilities collaborating with 2 gameplay programmers.
• Implemented enemy animations using UE5 animation blueprints.
• Took responsibility and guided the environment and character visuals as an art lead by finding and implementing assets.

Gameplay Programmer & Lead Designer *Mar 2019 - Jul 2019*
MaG+NeT, *2D top down co-op puzzle* - Custom Engine / C++
• Scripted basic player controls with input handling.
• Implemented and designed overall game UI and visuals such as main menu, credits, splash screen, and game clear screen which handle keyboard inputs.
• Designed puzzle system using pull and push, which requires two players to collaborate each other to clear a single level.
• Formed levels considering cooperation between two players including tutorial to guide the basic controls of the game.

PERSONAL PROJECTS

3D AI With Sight and Hearing Perspective *Oct 2022 - Dec 2022*
Isolation, *3D first person escaping horror* - UE5 / C++
• Scripted and debugged player controls, among with camera and object interactions using C++ and blueprints.
• Built finite-state machine used as an AI architecture for a single enemy allowing strategic game play to the player.
• Developed utility-based AI architecture among with enemy AI perspectives which increases the realisticity of enemy behaviors

2D AI Detection Project *Apr 2022 - Jul 2022*
Club Wrecker, *2D side scroller platforming* - Unity / C#
• Developed finite-state machines used as an AI architecture for enemies using C# and state machines of Unity engine.
• Implemented raycast detection of enemy AI visions allowing strategic gameplay for players to hide and avoid the detection.
• Implemented and visualized enemy vision cones using Gizmos.
• Created 3 levels to test enemy behaviors reacting on player's locations.