Sung-hun Mun
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Professional Summary:

- **18.5** Years of professional experience in IT,
- Experience in **Waterfall** and **Agile(Scrum) methodology**.
- Extensive experience in developing **3D Action RPG** and **MMORPG Game using C++, C#, Unity3D, Multi-Threading, Hibernate, Protobuf-net, litjson, JSON, Zookeeper, ZeroMQ, Lua, Boost, STL, Redis, ODBC, OCCI, Window and Linux**
- Experience in developing web game **using ASP.Net and Node.js**
- Experience working in cloud environment in **AWS** (EC2, S3, EBS).
- Ability to efficiently translate algorithms, ideas and concepts to software applications.
- Strong experience in implementation and knowledge in **Object Oriented Analysis and Design** (**OOAD**) and **Design Patterns**.
- Experience with Tools: **Visual studio, VI, Teamcity, Jenkins, SVN, GIT, and Postman (chrome).**
- Extensive background in full **life-cycle of software development process** in both Waterfall and Agile (Scrum) methodologies.
- Strong Skills in designing and implementation of **multi-tier applications.**
- Effectiveness in coordinating with business team to fix defects and resolve issues.
- Experience in writing SQL queries, Stored Procedures for accessing and managing databases such as **Oracle, MS-SQL, MySQL** and **PostGreSQL**.
- Experience in NoSQL (**Redis**).
- Experience in issue tracking using **JIRA, Redmine**.
- Configured Jenkins for automation of Build, Versioning, Source repository and Deployment.

Education:

M.S. in Computer Science, University of Chonbuk, Korea.

B.S. in Computer Science, University of Chonbuk , Korea.

Relevant Work Experience:

Role	Company	Joining Month	Relieving Month
Senior Server Programer.	Pathfinder8 , Korea	July/2015	Current
Senior Server Programer.	Ltizen, Korea	December/2014	June/2015
Senior Server Programer.	Cocosoft, Korea	April/2013	October/2014
Senior Server Programer.	StudioHon, Korea	July/2008	March/2013

Senior Server Programer.	Webzen, Korea	September/2005	May/2008
Senior Server Programer.	Zemi Interactive, Korea	June/2003	June/2005
Senior Programer.	SiemenTech, Korea	May/2000	June/2003

Technical Skills:

Languages	C, C++, C#, Node.js
Tools & Framework	Unity3D, ASP.Net, MVC
Database/ NoSQL	MySQL, MSSQL, Oracle, PostgresSQL, Redis
IDEs	Visual Studio, MonoDevelop
O-R mapping	Hibernate
Testing Tools/ Others	GUnit, NUnit
Version Control	Tortoise SVN, Git
Cloud Computing	AWS, EC2, S3

Professional Experience:

Pathfinder8   **July 2015 – Till Date**
Role: Lead/Senior Server Programmer

Description: Senior architect responsible for designing and developing core features of back-end servers to support 3D Mobile MMORPG Kaiser.

Responsibility:
- Used Agile methodology for design and development of project.
- Developed backend servers to support game service.
- Main lead for designing the Kaiser server architecture.
- Developed a game server framework library from scratch.
- Have good experience on continuous integration tool Teamcity.
- Responsible for bug fixes and documentation.
- We have automated the process of Continuous Integrations using Teamcity, AWS (ec2).
- Implemented many gameplay features including party, inventory, item, guild, siegewar, event, quest, enchant, skill etc.

Environment: C#, Asp.net, Supersocket, ZeroMQ, Zookeeper, Teamcity, Jenkins, Protobuf-net, Hibernate, litjson, Rundeck, NTest, Mysql DB and Redis, AWS (EC2/S3)

Litzen   Dec 2014 – June 2015
Role: Lead/Senior Server Programmer

Description: Successfully prototyped and implemented the main gameplay feature in project mobile Crazy Arcade(Realtime Casual Arcade)

Responsibilites:

- Developed backend servers to support game service.
- Main lead for designing the Crazy-Arcade server architecture.
- Developed a game server framework library from scratch..
- Responsible for bug fixes and documentation.
- Implemented many gameplay features including inventory, item, event, quest etc.

Environment: C#, Node.js, litjson, Supersocket, protobuf-net, mysql, Linux, AWS EC2

Cocosoft   April 2013 – Oct 2013
Role: Senior Server Programmer

Description: Successfully prototyped and implemented the main gameplay feature in 3D Card RPG Project-E

Responsibilites:

- Used Agile methodology for design and development of project.
- Developed backend servers to support game service.
- Main lead for designing the Project-E server architecture.
- Responsible for bug fixes and documentation.
- Have good experience on continuous integration tool Jenkins.
- Implemented many gameplay features including inventory, party, item, event, quest, battle etc.

Environment: c#, Asp.net, mssql, litjson

StudioHon   April 2008 – March 2013
Role: Lead/Senior Server Programmer

Description:

Successfully prototyped and implemented the main gameplay feature in 3D Action RPG (Trinity/Trinity2)

Responsibility:

- ●Used Agile methodology for design and development of project.
- ●Developed backend servers to support game service.
- ●Developed a game server framework library from scratch..
- ●Main lead for designing the Trinity/Trinity2 server architecture.
- ●Responsible for bug fixes and documentation.
- ●Implemented many gameplay features including inventory, party, guild, item, event, quest, battle etc.

Environment: C++, g++, php, c#, postrgresSQL, OCCI, Oracle, mysql, UnitTest

Webzen   **Sep 2005 – May 2008**
Role: Senior Server Programmer

Description:
   Successfully prototyped and implemented the main gameplay feature in 3D MMORPG Wiki and 3D Arcade Parfait Station

Responsibility:
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- ●Developed backend servers to support game service.
- ●Responsible for bug fixes and documentation.
- ●Implemented many gameplay features including inventory, party, guild, item, event, quest, battle etc.

Environment: C++, mssql

Zemi Interactive   **June 2003 – June 2005**
Role: Lead/Senior Server Programmer

Description:
   Successfully prototyped and implemented the main gameplay feature in 3D MMORPG Travia and 3D Arcade Parfait Station

Responsibility:
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- ●Developed backend servers to support game service.
- ●Developed a game server framework library from scratch.
- ●Responsible for bug fixes and documentation.
- ●Implemented many gameplay features including inventory, party, item, quest, battle etc.

Environment: C++, mssql, Visual Studio

Siemen Tech   **May 2000 – June 2003**
Role: Lead/ Senior Server Programmer

Description:
  Successfully prototyped and implemented the main gameplay feature in 2D MMORPG Hebreath

Responsibility:
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- ●Developed backend servers to support game service.
- ●Responsible for bug fixes and documentation.
- ●Implemented many gameplay features including inventory, party, item, battle etc.

Environment: C++, Oracle, mssql,Visual Studio