JaeJin Chae

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EDUCATION

Keimyung University | Daegu, South Korea
B.S. in Computer Science | GPA:3.65   **May 2025**

TECHNICAL SKILLS

Programming Languages: C/C++, Python
Tools: VS/VSC, Git, Ubuntu, CMake, OpenGL
Interpersonal Skills: Empathy, Collaboration, Conflict Resolution, Adaptability, Critical Thinking, Diversity

PROJECTS

Mine mine | Producer   Nov/2023 ~ Dec/2023
- 2D Top-Down Arcade Game
- A game where players descend into a mine, extract minerals, and aim for the highest score.
- As the producer, I designed the overall game structure and developed the settings and tutorial system.

Delusion| Producer   Mar/2024 ~ Jun/2024
- 2D Horror Arcade Game
- A survival game where players must prevent paranormal events in a house through QTEs and endure for a set time.
- I designed the core game mechanics and created the internal mini-games.

Abraxas | Producer   Sept/2024 ~
- 2D Side-Scrolling Adventure Game
- A game where players swap weapons, destroy generators, progress through stages, and ultimately defeat the final boss.
- As the producer, I oversaw the game's design, designed and coded stage-specific map mechanics, and created level maps.

LEADERSHIP EXPERIENCE

Keimyung University, DigiPen Game Engineering department | General Affair | Deagu, South Korea
- As the General Affair of the Student Council, I managed resources, coordinated events, and ensured smooth team operations.
- This experience strengthened my ability to organize projects, allocate tasks, and foster collaboration—key skills that I apply as a game producer.