Juyong Jeong
Game Client Programmer

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Technical Skills

C++: Proficiency in object-oriented programming with Modern C++ (11/17) and the STL.

Unreal Engine 5

- Efficient prototyping and development through the complementary use of C++ and Blueprints.
- Implemented in-game content and features using the Gameplay Ability System (GAS).
- Implemented and improved character animations using the Advanced Locomotion System (ALS) plugin.

Version Control System: Experience with Git, Perforce.

Career

Ocean Drive Studio - Client Programmer   **2022.02 - Present**

- Designed and developed combat systems including skills, combos, and guarding, based on Unreal Engine 5 and the Gameplay Ability System (GAS).
- Implemented monster combat pattern systems using Behavior Trees and AI Perception.
- Developed a 3rd-person action camera and contextual camera systems, implementing features like hard-lock targeting and obstacle transparency.
- Developed character animations, including locomotion, IK, LookAt, and facial animations, based on the Advanced Locomotion System (ALS) plugin.
- Developed key UI/UX features, such as 3D world interaction UIs via widget projection and the main combat HUD.
- Handled replication of gameplay features for a multiplayer environment.
- Contributed to project stability by resolving numerous technical issues, including crashes, bugs, and performance degradation.

WEMADEPLAY (formerly SundayToz), Disney Pop - Client Programmer   **2021.02 - 2022.08**

- Experienced in live service development for three regional branches (Korea, Asia, North America) using the C# Unity engine.
- Developed new out-game event systems and polished existing ones.
- Performed maintenance tasks, including applying new content to the level editor, modifying UI, and fixing bugs.
- Conducted cross-promotion work with other new projects within the company.

Education

DigiPen Institute of Technology (Redmond, Washington, United States)   **2018.09 - 2020.04**
BS in Computer Science in Real-Time Interactive Simulation

Keimyung University (Daegu, South Korea)   **2012.03 - 2020 .08**
Bachelor of Game and Software Engineering major