Juyong Jeong

Game Programmer

Personal Info

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Programming Languages

C++
Python
C
C#

Technical Skills

OpenGL
GLSL
GIT
Visual Studio
Unity Engine

Academic Projects

AI Programmer - Candlelight
3D 1st person horror game (C#, Unity)

Sep 2018 - April 2019
Team of 7

- Developed an A.I. system using a **custom Behavior Tree** structure
- Designed the enemy A.I. **movements** and **animations**
- Debugged and code reviewed with the graphics/event system programmers

Engine Programmer - Captain Korea
2D top-down view action/sneaking game (C++, custom engine)

June 2016 - May 2017
Team of 2

- Constructed **entity-component based engine** architecture from scratch
- Built 2D node base system for enemy **path-finding algorithm**
- Developed the enemy **behavior patterns** by enemy type
- Implemented data-driven system using **factory design pattern** that allows loading app configurations and level data
- Co-worked with the graphics programmer while designing **visual effects** using GLSL
- Managed project using **git** version control for project stability
- Debugged and code reviewed the team member's work

Graphic Programmer - Shepherd Boy
2D platformer shooting/management game (C++, custom engine)

Sep 2015 - May 2016
Team of 4

- Built **2D graphics engine** from scratch which supports animation, text rendering and particle system using OpenGL to provide visual effects
- Designed **behavior patterns** of enemies and in-game **random events**
- Revised game levels using playtest data to balance game difficulty

Professional Experiences

Department Assistant
DigiPen Institute of Technology

Sep 2017 - June 2018, Daegu Korea

- Implemented **base engine**, **2D rendering engine** with SDL for the game project class
- Instructed students how to use the engine by meeting
- Helped programming assignments and game projects for students

Sergeant
Republic of Korea Army

Nov 2013 - July 2015, Seoul Korea

- Transported urgent patients, troops, and supplies

Education

BS in Computer Science in Real-Time Interactive Simulation
DigiPen Institute of Technology

Expected Graduation: Apr 2020