

Juyong Jeong

Programmer

Personal Info

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GIT
www.github.com/jaykop

Summary of Skills

C/C++	Advanced
C#	Familiar
OpenGL	Advanced
Visual Studio	Advanced
Unity	Familiar
GIT/SVN	
Advanced	

Languages

Korean	Native
English	Fluent

Academic Projects

AI Programmer - Candlelight

Sep 2018 - April 2019

3D 1st person horror game (C#, Unity)

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 to optimize the game

Lead Programmer - Captain Korea

June 2016 - May 2017

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

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 by factory design pattern that allows loading app configurations and level data with JSON library
- Co-work with the graphics programmer while designing visual effects for in-game UI and main menu using GLSL
- Wrote sound system supporting 3D sound effects using FMOD library
- Debugged and code reviewed the team member's work

Graphic Programmer - Shepherd Boy

Sep 2015 - May 2016

2D platformer shooting/management game (C++, custom engine)

Team of

4

- Built 2D graphics engine from scratch which supports animation, text rendering and particle system using OpenGL
- Revised game levels using playtest data
- Designed wandering pattern of moving objects, attacking patterns of enemies, and random events of NPCs

Professional Experiences

DigiPen Institute of Technology

Sep 2017 - June 2018, Daegu Korea

Department Assistant

- Implemented base engine, 2D rendering engine with SDL, and physics engine using external libraries for GAM150 project class
- Helped students make progress on their programming assignments and game projects

Republic of Korea Army

Nov 2013 - July 2015, Seoul Korea

Sergeant

- Transported urgent patients, troops, and supplies
- Gained group work experiences and resources in emergency

Education

DigiPen Institute of Technology

Expected Graduation: Apr 2020

Senior

- Bachelor of Science in Computer Science
- Major in Real-Time Interactive Simulation