Donghyeon Jo

donghyeon.jo@digipen.edu • +8210-2045-5985 • https://www.linkedin.com/in/donghyeon-jo-44472b349/ • https://github.com/jodonghyeon

EDUCATION

Digipen Institute of Technlogy | Redmond, Wa

B.S. in Computer Science | GPA: 3.7/4.5   **May 2025**

Relevant Courses:

cs100	: Computer architecture.
cs120, cs170, cs225	: About C, C++.
cs230	: Game engine production.
cs180	: Operating system.
cs200, cs250	: 2D, 3D graphics using OpenGL and GLSL shaders.
cs280	: Data structure.
gam150, gam200, gam250	: Game production group project.

TECHNICAL SKILLS

Programming Languages: C++, C
Engines: Self made engines based on OpenGL
Interpersonal Skills: Don't fall back on policy, trends, or norms. Do what's never been done.
Nvidia ("https://www.nvidia.com/en-us/about-nvidia/careers/life-at-nvidia/")

WORK EXPERIENCE

Nvidia | Graphics Engineer | Santa Clara, CA   **September/2027 - Present**

- Participated in the development of graphics APIs for NVIDIA hardware.
- Optimizing graphics software for NVIDIA GPUs.

PROJECTS

Game "Stand by" | Test Lead (QA)   **March/2024**

- Bar (Brewery) Simulation Game
- Debugged and implemented of visual simulation for beverage production.
- Winner of the 'Microdegree Expo' Grand Prize

Game "Unstoppable BB" | Directer   **June/2024**

- Auto side-scrolling platformer game
- Did Game conception and implementation (excluding art)

Game "Forest of Alchemy" | Tech Lead   **September/2024**

- Turn-based card adventure game
- Implemented our own game engine based on OpenGL, and in-game combat

Game "Doppelganger" | Game programmer   **February/2025**

- Arcade game that requires memory and quick reflexes.
- Implemented the game using the A-Star algorithm

LEADERSHIP EXPERIENCE

Military | Assistant | Changwon

- Dealing with many reservists gave me the ability to deal wisely with complaints.