

# Donghyeon Jo

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

## EDUCATION

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**Digipen Institute of Technology | 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

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**Programming Languages: C++, C**

**Engines: Self made engines based on OpenGL**

**Interpersonal Skills:** Always learning and insatiably curious.

[Microsoft](https://careers.microsoft.com/v2/global/en/culture) ("https://careers.microsoft.com/v2/global/en/culture")

## WORK EXPERIENCE

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## PROJECTS

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**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” | Director**

**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

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**Military | Assistant | Changwon**

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