Jooho Jeong

Software Engineer

Personal Info

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Skills

C++
Visual Studio
OpenGL
GLSL

Academic Projects

Gameplay Programming / Drop the Drops
2D puzzle game (C++, provided engine)
March 2016 ~ June 2016

- Implemented grid system, player control and overall game logic

Engine Programming / HON
2D platform action game (C++, custom engine)
September 2018 - June 2019

- Designed and implemented an engine based on **entity component system**
- Built **systems** managing corresponding components:
  (collision, animation, object states, player & enemy actions)
- Used **observer pattern** allowing systems to interact with each other
- Built **data driven system** to load maps and object settings dynamically

Side Project

Graphics Programming
3D renderer (C++, OpenGL)
October 2019 ~

- Rendered space scene mainly focused on galaxy
- Used **compute shader** to update each particle in galaxy
- Implemented 2D, 3D **Perlin noise algorithm** for cloud rendering
- Implementing full screen shader editor

Experience

Teaching Assistant
DigiPen Institute of Technology
August 2019 - July 2020, Daegu Korea

- Designed and made graphics labs / basic C++ quizzes
- Helped students to finish their assignments / project

Auxiliary Policeman
Republic of Korea, 112 Task Force
December 2016 - September 2018, Daegu Bukbu Police Station

- Stood guard at Daegu Bukbu police station

Education

BS in Computer Science in Real-Time Interactive Simulation

DigiPen Institute of Technology
Expected Graduation: Apr 2022