

Jooho Jeong

(Game / Computer)
Programmer

Personal Info

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Skills

C++
OpenGL
GLSL
Visual Studio

Academic Projects

Gameplay Programming / Drop the Drops

2D puzzle game (C++, provided engine)
March 2016 ~ June 2016

- Implemented grid system, player movement and 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)
- Developed **observer pattern** which allowed systems to interact with each other
- Built **data driven system**, which loads maps and object settings

Graphics Programming / Virtual Space (Side Project)

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

- Rendered space scene mainly focused on galaxy and nebulae
- Used **compute shader** to update each particle in galaxy
- Implemented 2D, 3D **Perlin noise algorithm** for rendering nebulae

Experience

Department Assistant

Digipen Institute of Technology
August 2019 - January 2020, Daegu Korea

- Designed and made 7 graphics labs
- Helped graphics labs and game projects for students

Auxiliary Policeman

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

- Stood guard at Daegu Bukbu Police Station
- Searched missing person
- Maintained order during demonstration, riot, or state of emergency

Education

BS in Computer Science in Real-Time Interactive Simulation

Digipen Institute of Technology
Expected Graduation: Apr 2022