Seonghyeon Choe

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SPECIAL SKILLS

Game Project Experiences

* Hot Wheels® id (iOS and Android)
• NBA2K20, 19, 18 (Android)
• NBA2K16 (X360 and PS3)
• Yut Nori (iOS and Android)
• Idol Company (iOS and Android)
• Inotia 2 (iOS)

Programming Skills

• Generalist with gameplay, UI, physics, graphics, network, skeletal animation and sound programming experiences
• Fluent in C/C++
• Proficient in C#, and Python
• Experienced using Unreal, Unity, FMOD, Perforce, Git, and TeamCity

Qualification Highlights

• 10+ years of experience in game industry
• Shipped 12 SKUs on multiple platforms (mobile & console)
• Developed racing, sports simulation, board game, business simulation, and RPG

WORK EXPERIENCE

Senior Game Programmer - Electric Square, Brighton, England   2020.3 - Present
Currently working on an unannounced project using Unreal engine

- Unannounced project : Responsible for physics, skeletal animation, network, data-driven actor design, and asset pipeline support using Unreal
- Hot Wheels® id (iOS, Android) : Developed 3D track building menu, and server-driven reward system using Unity

Software Engineer - Visual Concepts Korea, Seoul, South Korea   2014.8 - 2020.2
Played a generalist role including sound, gameplay, graphics, and UI programming for sports simulation game

- NBA2K20 (Android) : Replaced sound engine with FMOD, and implemented support for external controllers
- NBA2K19 (Android) : Improved performance using NEON instructions, and implemented depth of field
- NBA2K18 (Android) : Developed features including authentication, in-app purchase, and cloud save
- NBA2K16 (Xbox 360, PS3) : Reskinned UI, debugging legacy bugs, and reducing disk size

Game Programmer - Com2us, Seoul, South Korea   2010.9 - 2014.6
Played mobile client programmer role in various game projects

- Yut Nori (iOS, Android) : Developed online co-op mode and auto-play feature for online board game using Unity
- Idol Company (iOS, Android) : Responsible for all aspects of client development for business simulation game including character AI, isometric 2D tile-map graphics, UI framework, file/memory protection, and additional data downloader using in-house engine
- Inotia 2 (iOS) : Developed freemium features for action role playing game including showing banner ads, giving reward, and analyzed user behavior

EDUCATION

Bachelor of Computer Science - With Honors (GPA 4.0/4.5), University of Seoul   2004.3 - 2011.2