

Seonghyeon Choe

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SPECIAL SKILLS

Game Project Experience

- NBA2K19 (Android)
- NBA2K18 (Android)
- NBA2K16 (X360 and PS3)
- Yut Nori (iOS and Android)
- Idol Company (iOS and Android)
- OvenBreak (Android)
- Inotia 2 (iOS)

Programming Skills

- Specialized in gameplay and UI programming
- Fluent in C/C++
- Proficient in C#, Obj-C, Python
- Experienced using Unity, Cocos2d, FMOD, Perforce, and TeamCity

Qualification Highlights

- 8+ years of experience in game industry
- Shipped 10 SKUs on multiple platforms (mobile & console)
- Developed sports simulation, board game, business simulation, endless runner, and RPG

WORK EXPERIENCE

Software Engineer - Visual Concepts Korea, Seoul, South Korea 2014.8 - present

- NBA2K20 (Android) - Currently implementing FMOD to increase sound channels from 8 to 128
- 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 and PS3) - Played a fundamental role for implementing UI, debugging legacy bugs, reducing disk size

Game Programmer - Com2us, Seoul, South Korea 2010.9 - 2014.6

- Yut Nori (iOS and Android) - Developed online co-op mode and auto-play feature for online board game using Unity
- Idol Company (iOS and 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
- OvenBreak (Android) - Translated 14k lines of Objective-C code into C++ using Cocos2d-x
- 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