HELLO,

MY NAME IS BONGSIK AND THIS IS MY RESUME/CV

// ABOUT ME

I'm a senior server programmer.

I have worked as a server side programmer for nine years. I have plenty experiance in server side programming. I have made MMORPG server from beginning to releasing.

I can use C++ and C# mainly but I can use Python and Node.JS too. I think whether can use languages doesn't matter but important thing is what modules do this job and what interface open to others. When I am programming, always I think that.

I used to addicted patterns but I am not no more. Patterns is important too but we want to avoid gold painting for patterns. These days, I usually use simple patterns like concreate, strategy, factory, template method and etc that are easy-reading and easy-using.

I believe TDD is good thing until now. But TDD is hard to use in work field. I made black box unit test module that check comming proper output packet when input packet. I am doing TDD by using it.

Commucation is very important too. I saw many projects were failed by miss communication. I have ideal thinking that every commucation must be opened to everyone. So, I made BleassChat that is for chatting program in bless project members. It helps to communicate with bless members and everyone can easily access communication. It has private chat function too.

I have interest in open source projects and new technologies. I am making a scalable chat server using Node.js and Redis for a personal work. My goal is to make a game server that can accept unlimited users and run continuously. There are three requirements for this. First, it should have a good scalability. Second, it should not have a single point of failure. Last, it should have a reliable fail over process. I am always studying and making personal works to achieve it.

As gamer, I'm a old and core user. I have played games since when I was in elementary school. These days, I don't have enough time to play but I try to play new games as possible as many to know the trend of games. Games of my life are 'tactics ogre' and 'X-com'

// EXPERIENCES

Neowiz Games
2010 - current

Bless project / Server side lead programmer
Lead server side programer
I participate most parts of the bless game server from core to game play features. Server core parts: Main thread model, Thread local memory allocator, Async tasks serializer
Main Game Systems : Quest, Inventory, Action Controller, AI Decision maker (using Behaviour Tree), Make Event Driven Structure (https://github.com/kongbong/EventListener-for-c-), Login Server using C#, DB data caching Server using C#

Nexon
2008 - 2010

Mabinogi project / Game play programmer
Make many game feature
Farming System, mini games, pets, skills

Ndoors
2007 - 2008

Kungpa project / Back-end programmer
Match making server. Dummy Client. Monitoring Tool. Intergrated with cash item shop server

// EDUCATION

1979 **I was born in Korea**

I was born in Namwon city. It is small town in Korea. I was a litte geek. I Liked games, anime and TRPG. I moved in seoul to go to university when I was 19 year old.

1998 **Electronic Engneering, Bachelor's degree**

Konkuk university.
Graduation portfolio: Camera device using serialport
using techniques: C, C++, x8086, MFC, CMOS, OrCad

2004 **Game Design, Master's degree**

Sangmyung university.
Graduation paper: A Study on the Requirements of Long-term Playable Strategy Game
Other papers: Development of Composition Elements Using AHP On Game Contents, A Study on Game Experience Cycle Using AHP
Others: Mobile phone game (using WIPI Java), Adjunct professor in some college.

2006 **Studied in Ssangyoung IT institute**

Learned about C# for 6 months.
Graduation project: Knowledge management system using C# and MySQL

// CONTACT

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Skype
kongbong23@gmail.com

// SKILLS

C++, C#, C, MSSQL, Node.js, Python, Ruby

// LANGUAGES

English

// HOBBIES

❤ Boardgame   ❤ Camping

// PORTFOLIOS

Bless Project

(http://bless.pmang.com)
AAA scale MMORPG
Development period : 2010 - current
Development budget : more than $50 million
It will release in 2015. I participate most parts of the bless game server from beginning to release.

Mornitoring Tool

Using C# WPF
It is consisted agent, server and client.
It can collect processes's CPU and memory usage and get current stacktrace and remote kill and start processes.

BlessChat

Using C# Winform
It is for communication in Bless project members.
It can gruop chat, private chat, clipboard, send image, send file, vote&dice macro and administration functions

Mabinogi Project

(http://mabinogi.nexon.com)
A long live MMORPG
It released in 2004 and service still now. I joined in live team. We made new contents (minigames, pets, skills, events, maps) every 6weeks. We achieved most profit in Mabinogi history. The programming team wasn't divided front and back. We did program front and back-end both. I learned everything for developing MMORPG

Kungpa Project

Online Fighting game.
It was dropped before release. It was my first game project. I made match making server and dummy client to improve server performance and mornitoring tool for checking server processes status. I intergrated with Nexon's cash item shop server