Jiyun Seok

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EDUCATION

Digipen / Redmond, US | KMU / Daegu, KR

B.S. in Computer Science | GPA: 3.04   **May 2025**

Relevant Courses:

C++ and Graphic course: CS100 CS120 CS180 CS200 CS230 CS250 CS280

Game Project course: GAM100 GAM150 GAM200 GAM250

TECHNICAL SKILLS

Programming Languages: C++
Engines: <mark>Nothing</mark> (But I made a simple engine during the semester and I'm now studying Union Engine 5)
Interpersonal Skills: You are an outgoing and energetic person who loves meeting new people, engaging in lively discussions, and participating in debates.
You enjoy taking the initiative in projects, always stepping forward to lead, and readily offer support when someone is struggling or needs help.
Your sociability and teamwork skills help create a collaborative environment where everyone feels encouraged to contribute and grow together.

Student Project

Shape of Color | Team Leader   **09.2021~12.2021**   **Daegu,KR**

- This is a side-view roguelike game.
- Inspired by the RGB color model, you defeat monsters from three directions—each holding a stolen color—and then battle the final boss to restore the world's colors.
- As the team leader, I defined the game's concept and delegated tasks to everyone while meeting deadlines.

Shadow Dimension | Team Leader, Art Leader   **03.2024~06.2024**   **Daegu,KR**

- This game is a side-scrolling, top-down adventure puzzle game.
- When you play this game, it might seem like a typical 2D game, but you can switch between top-down and side views with the press of a key while solving puzzles.
- As the team leader, I established the coding framework and delegated production tasks to the team.
- Additionally, as the art leader, I created the foundational game artwork.

Forest of Alchemy | Art Leader   **09.2024 ~ 12.2024   Daegu,KR**

- This game is a card game, adventure, roguelike, dungeon crawler, and crafting/collection elements game.

- This game revolves around crafting potions by fighting monsters. When the monsters flee, they drop items that you can use to create more potions.

- As the art leader, I designed everything for this game—from the monsters and impactful visuals to the backgrounds and characters

Castle Defense | Team Leader, Art Leader   **02.2025   Daegu,KR**

- This game is a defense game that also incorporates finding elements.

- As the team leader, I oversaw the entire game production process and delegated tasks accordingly.

- As the art leader, I was also responsible for creating all the game's artwork.