**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: Nothing (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.