

# Seongryul Park

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## EDUCATION

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Keimyung University | Daegu, Republic of Korea

B.S. in Computer Science |

GPA: 3.8

May 2027

Relevant Courses: Data Structures & Algorithms, computer graphics

## TECHNICAL SKILLS

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**Programming Languages:** C, C++, Python, Typescript

**Engines & Frameworks:** Stinky Framework(custom framework), OpenGL, Vulkan, UE5, React Native, PyTorch

**Tools:** Git, CMake, Blender, Linux

( **Interpersonal Skills:** Dedicated to Quality, Challenging the Expected )

## WORK EXPERIENCE

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Pace Maker | Tech Lead, Co-founder | Daegu, Republic of Korea

Jan. 2025 - Present

- implementing the development of a data collection system for analyzing user's running pace and providing personalized recommendations for optimal running pace.
- Implemented a React Native application to collect users' running data, including pace and GPS information, using a custom XML format post-workout.
- Implemented a data preprocessing system using Python's Pandas library to collect and organize user data for analysis and machine learning application

## PROJECTS

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Emu War | Producer

Jan. 2025 - Present

- Developing a 3D FPS, roguelike game using Unreal Engine 5 and Blender.
- Implemented procedural map generation to provide users with endless maps to explore.
- Optimized performance by utilizing raycasting for efficient object interactions.

Lost Light | Tech lead, Producer

Sep. 2023 - Jun. 2024

- Developed a 2D platformer game with a player-designed level system, allowing users to create and share their own levels.

- Implemented a graphic engine with OpenGL and batch rendering techniques to achieve emission light effects efficiently.
- Implemented a custom map editor for seamless level creation, utilizing a chunk system to automatically and efficiently load and unload blocks, decorations, lights, and enemies.
- Implemented collision detection using a broad phase algorithm for efficient performance.

## **Stinky Framework | Producer**

**Jul. 2023 - Aug. 2023**

- Developed the “Stinky Framework”, a custom 2D graphics framework designed for programmers unfamiliar with computer graphics concepts.
- Utilized modeling instancing techniques to create the framework, enabling efficient rendering of objects. The framework provides users with simplified and easy-to-use graphic implementations, such as the DrawRect function for drawing rectangles, making it easy to implement graphics with minimal code.

## **Coffee Load | Tech Lead, Producer**

**Mar. 2022 - Jun. 2022**

- Developed a cafe management simulation game where players brew coffee and make beverages to satisfy customers.
- Added elements that increase the difficulty of beverage creation, encouraging multiple playthroughs by offering higher rewards for more complex drinks.
- Implemented multiple endings based on the total revenues and customers’ satisfaction throughout the game.

## **Sweet Dream | Tech Lead**

**Sep. 2021 - Dec. 2021**

- Developed a horror-themed 2D roguelike game with 3D-like visuals.
- Overcame the limitations of the professor’s custom 2D framework by implementing raycasting techniques and applying 3D perspective to create immersive 3D visuals.