

Skills

Languages

- C / C++

Software & Tools

- Visual Studio
- SVN
- Git

API & Libraries

- OpenGL
- FmodEX
- STL
- Boost

Physics / Math

- MPR
- Bezier
- Ray intersection

Graphics Programming

- Deferred Shading
- HLSL Shader

Experience

Intern

Mar 2010 - Aug 2010

CobaltRay - Seoul, Korea

- Programmed a tool that helps to sync hymn and sheet music easier using MFC.
- Developed code fixes and enhancements for inclusion in future code releases and patches.
- Collaborated with product management to design, build and test systems.
- Built, tested and deployed scalable, highly available and modular software products.

Republic of Korea Marine Corps - Marine 1st Div

Jan 2013 - Nov 2014

2 years military veteran who earned 3 commendations and awards for superior performance in academic, tactical and technical capacities. Promoted ahead of peers to mid-to-senior level supervisor in command of up to 40 soldiers. Earned highest marks in all leader evaluation reports, and recognized for mentoring and developing the best leaders.

Projects

Gameplay Programmer, Designer

Sep 2010 - Apr 2011

AMAZE

7 Person Team

"A 2D puzzle shooter finding a route through the maze against the enemies", C++ Custom Engine

- Programmed tile map based level editor
- Designed all the game levels
- Designed the HUD and menu system
- Programmed VFXs

Graphics and Gameplay Programmer

Sep 2016 - Present

Alaska Roll

4 Person Team

"A 3D shooter rolling a snowball", C++ Custom Engine

- Programmed deferred shading based graphic render system using OpenGL
- Designed the rule base and programmed the play
- Programmed performance analysis tracker

Education

Bachelor of Science in Computer Science in Real-Time Interactive Simulation
DigiPen Institute of Technology (Redmond, WA)

Graduating Dec 2017

Affiliations

The winner of advanced individual training 2013

Exemplary soldier of the quarter, 2014

Meritorious achievement for logistic analysis management information system 2014