

Chris Ohk

GAME PROGRAMMER · ENGINE ENGINEER · DEVELOPER · LECTURER
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Work Experience

Tech Lead

EJN CORPORATE

Seoul, South Korea

Dec 2023 - Jun 2024

- Manage development teams by meeting 1 on 1 regularly and discussing technical decisions and determining direction
- Develop new project (Unannounced)

Engine Engineer

MOMENTI KOREA

Seoul, South Korea

Aug 2021 - Nov 2023

- Develop cross-platform engine for making and playing interactive media using Rust
- Create and deploy Swift APIs for use in iOS apps
- Create and deploy Elixir APIs for use in backend
- Transfile and deploy WebAssembly for use in web browsers

Game Programmer

NEXON KOREA

Seongnam-si, South Korea

Sep 2015 - Jul 2021

- Update build system by upgrading IDE version (Visual Studio 2008 → Visual Studio 2015)
- Develop physics engine for 64-bit application build (Havok Physics → NVIDIA PhysX)
- Develop many contents such as 'Depart for Battle', 'Quick Departure', 'Pet Book', 'Partholon Vanguard' and 'Friendship System'
- Develop raid 'Macha' and character 'Tessa'
- Improve facial system by facing-related elements to automatically change based on scale value
- Maintain and manage Korea live server

Projects

RosettaStone

DEVELOPER

🐙 utilForever/RosettaStone

May 2017 - Present

- Implemented Hearthstone simulator for reinforcement learning using C++17
- Wrote extensive unit test to check each card's effect

CubbyFlow

DEVELOPER

🐙 CubbyFlow/CubbyFlow

Apr 2018 - Present

- Voxel-based fluid simulation engine for computer games using C++17
- Wrote detailed documentation and tests/benchmarks for the library and published it on GitHub

baba-is-auto

DEVELOPER

🐙 utilForever/baba-is-auto

Apr 2018 - Present

- Implemented Baba Is You simulator for reinforcement learning using C++17
- Worked Python API support for convenience use and benchmarked by using DQN

rxRust

CONTRIBUTOR

🐙 rxRust/rxRust

Sep 2021 - Nov 2022

- Rust implementation of Reactive Extensions
- Implemented WebAssembly support
- Implemented several core features such as 'BehaviorSubject', 'WithLatestFrom' and 'StartsWith'

Skills

Languages C++, Rust, C#, Python

Spoken Languages Korean, English, Japanese

Programs Visual Studio, Visual Studio Code, RustRover, GitKraken, Word

Education

KAIST

M.S. IN COMPUTER SCIENCE

Daejeon, South Korea

Mar 2013 - Aug 2015

Kyungpook National University

B.S. IN COMPUTER SCIENCE AND ENGINEERING

Daegu, South Korea

Mar 2008 - Feb 2013

Honors and Awards

Microsoft MVP (Most Valuable Professionals)

CATEGORY: DEVELOPER TECHNOLOGIES

Microsoft

2015 - Present

ACM-ICPC 2012 Daejeon Regional

HONORABLE MENTION

Ministry of Future Creation and Science, NIA

2012

1st TOPCIT Competition

SPECIAL PRIZE

Korea Ministry of Science and ICT, NIPA

2012

Translations

Optimized C++

C++ 최적화

Hanbit Media

Jul 2019

Discovering Modern C++

모던 C++ 입문

Gilbut

Dec 2017

Rust Essentials

러스트 핵심 노트

Hanbit Media

Feb 2017

Programming 2D Games

2D 게임 프로그래밍

Acorn Publishing

Nov 2014

Unity Shaders and Effects Cookbook

유니티 SHADER와 EFFECT 제작

Acorn Publishing

Apr 2014

GameSalad Beginner's Guide

게임샐러드로 코드 한 줄 없이 게임 만들기

Acorn Publishing

Jul 2013

Communities and Studies

C++ Korea

FOUNDER AND ADMINISTRATOR

Voluntary Association

Nov 2013 - Present

- A Facebook community that uses C++ language and shares related information
- Translate "C++ Core Guidelines" to Korean
- Host seminars, meetups and studies periodically
- 6000+@ members

Reinforcement Learning KR

ADMINISTRATOR

Facebook Community

Jan 2021 - Present

- Review a variety of papers, from DQN to state-of-the-art papers introduced in the latest conferences
- Present and discuss 2 papers per week
- 100+@ papers
- 100+@ members

Reinforcement Learning Paper Study

ADMINISTRATOR

Online

May 2020 - Apr 2023

- A Facebook community that researches reinforcement learning and shares related information
- Host meetups and studies periodically
- 6000+@ members

Teaching

Rust Basic + Linux Kernel Development

HSPACE

Seoul, South Korea

Jul 2024 - Present

Rust Basic + Cross-platform Application Development

SEOUL NATIONAL UNIVERSITY - SCSC + WAFFLESTUDIO

Seoul, South Korea

Mar 2024 - Present

Rust Basic + Rogue-like Game Development

KONKUK UNIVERSITY - GDSC KONKUK + EDGE

Seoul, South Korea

Mar 2024 - Present

Rust Basic + Make a Blog

KOREA UNIVERSITY - MATKOR

Seoul, South Korea

Mar 2024 - Present

Rust Basic + Make a Minecraft

UNIST - HEXA

Ulsan, South Korea

Jan 2023 - Present

Rustonomicon at a Glance

KOREA UNIVERSITY - MATKOR

Seoul, South Korea

Dec 2023 - Feb 2024

Rust Basic + Backend Development

KOREA UNIVERSITY - GDSC KU

Seoul, South Korea

Sep 2022 - Sep 2023

Rust Basic + Make an Interpreter

KOREA UNIVERSITY - MATKOR

Seoul, South Korea

Mar 2023 - Aug 2023

Rainbow Is All You Need

DAEGU SOFTWARE MEISTER HIGH SCHOOL

Daegu, South Korea

Oct 2021

Reinforcement Learning Basic

UNIST - HEXA

Ulsan, South Korea

Jul 2021 - Sep 2021

Artificial Intelligence Go with AlphaGo and AlphaGo Zero

KAIST - INCLUDE

Daejeon, South Korea

Mar 2021 - Jul 2021

Artificial Intelligence Go with AlphaGo Zero

2020 WINTER OSS DEVELOPER FORUM CAMP

Seoul, South Korea

Jan 2020

Reinforcement Learning Basic

2019 SUMMER OSS DEVELOPER FORUM CAMP

Seoul, South Korea

Jul 2019

Presentation

C++ Korea Meetup

A QUICK LOOK OF C++ CONCURRENCY

Seoul, South Korea

Jun 2024

2024 Softeer Tech Meetup

WHY IS RUST ON THE RISE + INTRODUCTION TO RUST'S KEY FEATURES

Seoul, South Korea

Jun 2024

4th DevTalk Seminar - Hongik University, Computer Engineering

LEAP FROM COLLEGE STUDENT TO DEVELOPER

Seoul, South Korea

Mar 2024

Cloud Native Sustainability Week in Seoul

CAN RUST SAVE THE EARTH?

Seoul, South Korea

Oct 2023

C++ Korea Meetup

GAME DEVELOPMENT WITHOUT USING CLASS

Seoul, South Korea

Jun 2023

C++ Korea Meetup

DIRECTION OF C++ EDUCATION FOR BEGINNERS

Seoul, South Korea

Feb 2023

ModuLabs MODUPOP

DEVELOPERS' REINFORCEMENT LEARNING

Seoul, South Korea

Dec 2022

INFCON 2022 RUST CROSS-PLATFORM PROGRAMMING	Seoul, South Korea Aug 2022
Korea University, Dept of CSE - Special Lecture THINGS I WISH I'D KNOWN IN COLLEGE	Seoul, South Korea Jun 2022
44BITS Potcast Live 5 YEARS OF HEARTHSTONE DEVELOPMENT	Online Mar 2022
Taling Monthly Code Reivew Ver 0.1 GROWING AN OPEN SOURCE PROJECT	Online Oct 2021
72th AiFrenz Seminar REINFORCEMENT LEARNING ENVIRONMENT DEVELOPMENT	Online May 2021
Jeonbuk Science High School - Special Lecture CREATE AN ARTIFICIAL NEURAL NETWORK USING PYTHON	Online May 2021
2020 OSS Festival MANAGING AN OPEN SOURCE PROJECT (COMMUNITY) WELL	Online Nov 2020
GitHub in DevOps Meetup 2020 THE JOURNEY FROM OPEN SOURCE TO INNER SOURCE	Online Nov 2020
7th C++ Korea Seminar GAME DEVELOPMENT WITHOUT USING POINTER	Online Jul 2020
6th C++ Korea Seminar C++ OPEN SOURCE 101	Seoul, South Korea Sep 2019
GDG Campus Seoul - Toy Story TRIAL AND ERROR FOR A SUSTAINABLE SIDE PROJECT	Seongnam-si, South Korea Jul 2019
Nexon Developer Conference 2019 EXPERIENCE IN DEVELOPING HEARTHSTONE REINFORCEMENT LEARNING ENVIRONMENT	Seongnam-si, South Korea Apr 2019
5th C++ Korea Seminar C++20 KEY FEATURES SUMMARY	Seoul, South Korea Apr 2019
Meltingcon 2018 CREATE PYTHON API USING C++	Seoul, South Korea May 2018
Nexon Developer Conference 2018 EXPERIENCE IN DEVELOPING FLUID SIMULATION ENGINE	Seongnam-si, South Korea Apr 2018
16th Hacking Camp C++ SECURE CODING GUIDE	Seoul, South Korea Aug 2017
3rd C++ Korea Seminar NEW C++ IN A NEW VISUAL STUDIO, A MIGRATION STORY	Seoul, South Korea Feb 2017
2nd C++ Korea Seminar C++17 KEY FEATURES SUMMARY	Seoul, South Korea May 2016
Microsoft Techdays Korea 2015 GREASE RUSTY OLD C++ CODE WITH MODERN C++	Seoul, South Korea Oct 2015
1st C++ Korea Seminar C++11 KEY FEATURES SUMMARY	Seongnam-si, South Korea Dec 2014