Chris **Ohk**

Game Programmer · Engine Engineer · Developer

617, Sampyeong-dong, Bundang-gu, Seongnam-si, South Korea

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Experience

Tech Lead   Seoul, South Korea
EJN Corporate   December 2023 - June 2024

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

Engine Engineer   Seoul, South Korea
Momenti Korea   August 2021 - November 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   Seongnam-si, South Korea
Nexon Korea   September 2015 - July 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   ⬢ utilForever/RosettaStone
Developer   May 2017 - Present

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

CubbyFlow   ⬢ CubbyFlow/CubbyFlow
Developer   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   ⬢ utilForever/baba-is-auto
Developer   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

Skills

Languages	**C++**, **Rust**, C#, Python
Spoken Languages	**Korean**, English, Japanese
Programs	**Visual Studio**, **Visual Studio Code**, **RustRover**, GitKraken, Word

Education

KAIST   Daejeon, South Korea
M.S. in Computer Science   March 2013 - August 2015

Kyungpook National University   Daegu, South Korea
B.S. in Computer Science and Engineering   March 2008 - February 2013