

skills

C#

C++

C

Python

JavaScript

Shell

ShaderLab

GLSL , HLSL

Framework

Unity

OpenGL

Unreal

Tools

Git , SVN

Visual
Studio

CMake

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🔗 <https://choibeomgeun.github.io/portfolio>

Professional Experience

GamePlay Programmer

Madorca Inc. (Mikonote) [🔗](#)

Jan 2019 – Dec 2021

Mikonote (3D Mobile RPG Game) Jan 2019 ~ Dec 2021

- Developed gameplay logic of UIs
- Integrated Spine2D into the unity project
- Built sound effect system to manage easily sound file for designers
- Implemented custom option manager which controls graphics setting, volume, notifications

Project UF (3D Mobile Shoot'em up Game) April 2021 ~ Sep 2021

- Developed gameplay logic of UIs
- Implemented In-App Purchase System in Android and iOS
- Developed debugging tools for checking integrity of table data

Project Vtuber (3D VR Simulation Game) Jan 2021 ~ April 2021

- Developed gameplay logic of UIs
- Implemented system of capturing 3D model movement
- Developed customizing 3D character system

Projects

RoteRote [🔗](#)

Team Proejct - Tech Director (Sep 2017 - 2018)

- Built up custom game engine structure written in C++
- Implemented object management using a factory pattern
- Intergrated IMGUI into the project for the visual debugging
- Developed sound system using FMOD API
- Created the custom tool such as map editor and object editor written in C#

Rotate! (Android, Unity) [🔗](#)

Personal Project (Aug 2018 - Oct 2018)

- Developed 2D Platformer Game Logic
- Implemented level generating system based on Json file
- Created Level-skip system using Unity Ads

Birdy Savior (Android, Unity) [🔗](#)

Peronal Project (Oct 2018 - Nov 2018)

- Implemented 3D runner Game Logic
- Intergrated Google GamePlay Service such as IAP, Achievement