

Seonghyeon Choe

Email: schoe@seonghyeonchoe.com
Website : seonghyeonchoe.com
LinkedIn : [linkedin.com/in/seonghyeonchoe](https://www.linkedin.com/in/seonghyeonchoe)
Address: Brighton, England

SPECIAL SKILLS

Game Project Experiences

- * Unannounced game (PS5, PC)
- * Hot Wheels® id (iOS, Android)
- NBA2K20, 19, 18 (Android)
- NBA2K16 (X360, PS3)
- Yut Nori (iOS, Android)
- Idol Company (iOS, Android)
- Inotia 2 (iOS)

Programming Skills

- Generalist with gameplay, physics, network, skeletal animation, graphics, sound, UI, and AI programming experiences
- Fluent in C/C++
- Proficient in C#, and Python
- Experienced using Unreal, Unity, FMOD, Perforce, Git, and TeamCity

Qualification Highlights

- 14+ years of experience in game industry
- Shipped 12 SKUs on multiple platforms (mobile & console)
- Developed racing, sports simulation, board game, business simulation, and RPG

WORK EXPERIENCE

Senior Game Programmer - Electric Square, Brighton, England

2020.3 - Present

Working as a generalist for every aspect of game client programming

- Unannounced AAA game 2 (Consoles): Implementing networked physics system using Unreal.
- Unannounced AAA game (PS5, PC): Implemented vehicles' physics simulation, AI, network, skeletal animation, VFX, gameplay, and asset pipeline using Unreal
- Hot Wheels® id (iOS): Developed 3D track building menu, and server-driven reward system using Unity

Software Engineer - Visual Concepts Korea, Seoul, South Korea

2014.8 - 2020.2

Played a generalist role including sound, gameplay, graphics, and UI programming for sports simulation game

- NBA2K20 (Android): Replaced sound engine with FMOD, and implemented support for external controllers
- NBA2K19 (Android): Improved performance using NEON instructions, and implemented depth of field
- NBA2K18 (Android): Developed features including authentication, in-app purchase, and cloud save
- NBA2K16 (Xbox 360, PS3): Reskinned UI, debugging legacy bugs, and reducing disk size

Game Programmer - Com2us, Seoul, South Korea

2010.9 - 2014.6

Played mobile client programmer role in various game projects

- Yut Nori (iOS, Android): Developed online co-op mode and auto-play feature for online board game using Unity
- Idol Company (iOS, Android): Responsible for all aspects of client development for business simulation game including character AI, isometric 2D tile-map graphics, UI framework, file/memory protection, and additional data downloader using in-house engine
- Inotia 2 (iOS): Developed freemium features for action role playing game including showing banner ads, giving reward, and analyzed user behavior

EDUCATION

Bachelor of Computer Science - With Honors (GPA 4.0/4.5), University of Seoul

2004.3 - 2011.2