

MINKI CHO

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EXPERIENCE

DigiPen Institute of Technology, Redmond, WA

Sep 2025 - Dec 2025

Teaching Assistant – CS 330: Algorithms

- Held weekly office hours to support students with programming assignments and algorithm concepts.
- Graded quizzes, coding projects, and assisted with exam proctoring.
- Collaborated with instructor on classroom support and course management.

Royal Fogger, Daegu, Korea

Dec 2023 - July 2024

In-house Program Development

- Automated manual processes using C++, increasing team efficiency by 30%.
- Streamlined tax documentation creation in Excel, reducing manual workload.

Republic of Korea Army, Sergeant (E-5)

Apr 2019 - Nov 2020

Squad Leader, Air Defense Specialist

- Led a squad in the operation of Vulcan Air Defense systems.
- Trained team members to ensure operational readiness.
- Developed leadership, teamwork, and technical skills through squad leadership responsibilities.

PROJECTS

An Omen in the Mirror - 3D Puzzle Adventure Game

Gameplay Programmer / Audio Advocate / Optimization Specialist

Sep 2024 - May 2025

- Developed a narrative-driven puzzle adventure game in Unreal Engine 5 with a team of 17 students.
- Optimized performance, increasing efficiency by more than 70% for smooth and high-quality gameplay.
- Integrated dynamic audio systems and streamlined the audio pipeline for non-technical team members.

2D/3D Graphics Demo Project Graphics/Tool Engineer

Jan 2023 - April 2023

- Developed a series of graphical demos to showcase core computer graphics techniques using OpenGL, including procedural geometric modeling, toon/cell shading, value noise, gradient noise, Hermite curves, Catmull-Rom splines, geometry and tessellation shaders, and shadow mapping.
- Designed adjustable parameters for each demo, allowing for user interaction and real-time experimentation.

The Dining Room - 2D Game Project Gameplay programmer/Producer

Jan 2023 - April 2023

- Steered a team in the collaborative development of a 2D game utilizing C++ and graphics programming with OpenGL and GLSL.
- Implemented and managed key development processes such as formal code reviews, source control, unit testing, and A/B testing.

SKILLS

Programming: C/C++, Python

Graphics: OpenGL, GLSL

Tools: Unreal, Unity, Perforce, Git, CMake, FMOD, SFML, Raylib, ImGui

EDUCATION

DigiPen Institute of Technology

BS in Computer Science in Real-Time Interactive Simulation

Expected 2026