MINKI CHO

+1(206) 290-8576 ⬦ Redmond, WA

truth0629@gmail.com ⬦ LinkdIn ⬦ Website

EXPERIENCE

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

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.

Mirrors - 3D Gameproject Gameplay programmer/Sound Advocate/   Sep 2024 - Ongoing

- Collaborated within a large interdisciplinary team of 17 students across various departments to develop a puzzle maze game using Unreal Engine 5.
- Spearheaded performance optimization efforts, implementing efficient coding practices and resource management techniques that significantly boosted the game's performance, ensuring smooth gameplay even with high-level graphics and complex mechanics.
- Led the sound programming efforts by optimizing the audio pipeline for non-technical team members and designing dynamic musical effects that adapt to player behavior, enhancing the game's immersive experience.

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.
- Created marketing material, including a press kit, mimicking industry-standard promotional practices.

SKILLS

Programming: C/C++
Graphics: OpenGL, GLSL
Tools: Unreal Engine, Git, CMake, FMOD, SFML, Raylib, ImGui

EDUCATION

DigiPen Institute of Technology
BS in Computer Science in Real-Time Interactive Simulation   Expected 2026

KeiMyung University
BS in Game Software Engineering (Dual Degree)   Expected 2026