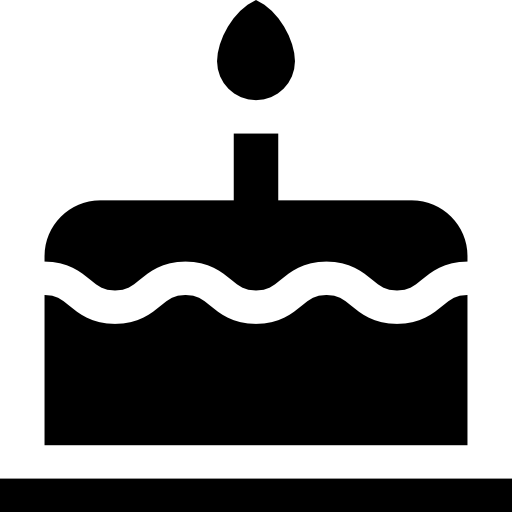
 (206)-235-8716

* [kth2242@gmail.com](mailto:kth2242@gmail.com)
* <https://www.tonygamestudio.com/>

 March 10th 1994 (Daegu, South Korea)

Taehoon Kwon

*Technical Designer & Gameplay Programmer*

Skills

**Production**

Project Management

Time Management

TD Documentation

**Languages**

English (Basic / Conversant)

Korean (Fluent / Native)

**Tools**

Visual Studio (Advanced)

Unity (Intermediate)

Maya (Beginner)

Photoshop (Beginner)

SVN / GIT / Perforce

Trello / Slack / Discord

Microsoft Office Tools

**Techinical / Programming**

C/C++ (Advanced)

OpenGL/GLSL (Intermediate)

C# (Intermediate)

MFC (Intermediate)

FMOD Audio API (Intermediate)

School Projects

**Don’t Sneak In (Warp Engine – DigiPen Framework) – Technical Director** (3 programmers) Mar 2014 – June 2014

2D strategy game where the player catches evading thieves.

* Programmed the tile map system.
* Programmed the core mechanic of the gameplay.

(Thief AI : Applied A\* path finding algorithm based on the tile map)

* Programmed the sound manager.

**Detect Dog (Custom Engine) – Technical Director / Engine Developer** (4 programmers) Sept 2014 – June 2015

2D puzzle game where the player rotates the tile to clear the level.

* Programmed the game engine for teammates to work.

(Win32 API framework, debug, memory management, state manager, sound and math & physics interface)

* Applied the factory patterns to the game to help teammates easy to debug and make levels.

(Custom scripting file would be automatically handled in the game system)

* Programmed the core mechanic of the gameplay.

(Rotating the tile collision of the puzzle)

**The Tinytale (Unity) – Gameplay Programmer** (4 Artists, 4 programmers, 3 Designers) Sept 2018 – Dec 2018

3D platformer puzzle game where the player reaches to the goal with the wire action.

* Programmed the core mechanic of the gameplay.

(Object pooling, dynamical creation of linked list of wire nodes with a joint component)

* Lead the technical test, debug and memory management.

Education

**DigiPen Institute of Technology** 2018 - Expected Graduation (April 2020)

Bachelor of Science in Computer Science in Real-Time Interactive Simulation (RTIS)

Current GPA : 3.78

**DigiPen Institute of Technology & Keimyung University Dual Degree Program**  2013 - 2015

Learned advanced programming, basic game logics, math, physics and ProjectFun & Custom Engine

Military Service

Served and discharged from Republic of Korea Air Force as sergeant (Pyeongtaek, South Korea) 2015 - 2017