

# Jihwan Oh

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## Summary of Skills

Programming Languages: C++, C#, C, GLSL, Python

Libraries/APIs: WPF, GLFW, ImGui, WinForms, SDL2.0, OpenGL 3.3

Software: Unity, Visual Studio, Jupyter Notebook, Git, SVN

Verbal Languages: Korean, English, Japanese

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## Education

**Bachelor of Science in Computer Science in Real-Time Interactive Simulation**

April 2023

DigiPen Institute of Technology

Honors: cum laude (GPA: 3.54 / 4.0)

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## Projects

**Producer / Gameplay Programmer / Game Designer**

July 2023 – Present

Younggam's Hotteok House – *C# scripting project with Unity2D*

- Create save and load using file I/O system, and preserve number of items
- Implement a variety of game functions, including player conversations, game tutorials, and intro cut scenes

**Tools Programmer**

January 2023 – May 2023

Ares Engine – *C# WPF Tools for C++ Graphic Custom Engine*

- Created a validator that checks if the name convention is suitable for the engine and a function to make a list of model files to be loaded.
- Connect C# tool and C++ Engine with Inter Process Communication by using named pipe and visualize C++ variables and GLSL shader data with YAML library.

**AI Programmer**

January 2023 – May 2023

Machine Translation on Sentiment Analysis – *Natural Language Processing (NLP) project with Python*

- Translate the Korean/Japanese/Finnish with a Google Machine translation API and tested with pre-trained model with TextBlob
- Generate and Train the model with LSTM in Keras library, and Analyze the data with sklearn library.

**AI / Gameplay Programmer for Solo Project**

September 2022 – December 2022

Genetic Park – *C# scripting project with Unity3D*

- Using Genetic Algorithm by using meiosis to generate the child from the parent and build strong AI by using binary-arranged genetic data and featured body energy consumption system.
- Created Behavior Tree for AI with C# and Modeled Carnivore/Herbivore's behaviors and built Hunting/Runaway mechanism.

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## Professional Experience

**Teaching Assistant**

**Full Time:** October 2021 – December 2021, **Part Time:** January 2023 – Present

DigiPen Institute of Technology

- Supported 20+ students in the Operating Systems, Advanced C/C++, and Game Project Introduction, 10+ students in Algorithm Analysis
- Graded, helped assignments, and advised students by opening meeting section, attending class to answering questions.

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## Awards

**Dean's Honor List**

2018 Fall, 2022 Fall