UNGHUI MOON

Gameplay Programmer

CONTACT

Republic of Korea

Winter park / Florida

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SKILLS

C++ programming

C# programming

C programming

Unreal Engine

Unity

Github

Perforce

Tortoise Git

Prototype

Design Patterns

UI

3D Graphics

SQL

MAMP (assembly)

Dart

EDUCATION

BACHELOR'S OF SCIENCE

Full Sail University
Game Development
2021 - 2024

BACHELOR'S OF SCIENCE

Zhe jiang University
Economics
2018 - 2019

SUMMARY

Dedicated to gaming, coding, and problem-solving, I thrive on resolving complex challenges and am committed to continuous learning, staying current with technological innovations.

WORK HISTORY

GAMEPLAY PROGRAMMER - 01/2024

La Peste Noire (4 months project) RPG

- Unreal / Level Design / C++
- Skilled in Unreal Engine features like Delegates, Plug-ins, LOD, Particle System, Notifier, Game Mode, and Game Instance. Implemented NPC, interactive objects, and Level Design.

GENERALIST PROGRAMMER - 10/2023

No Blue (1 month project) FPS

- Unreal Engine / Without Blue Print / Prototype
- Developed a basic FPS game using Unreal Engine solely through code, without reliance on blueprints.

GAMEPLAY PROGRAMMER - 09/2023

Space Invader7 (2 months project) Shoot 'em up

- Entity Component System / D3D11 / Without Engine / C++
- Implemented all game functionalities, such as enemy spawning, bullet spawning, and movement mechanics, utilizing the ECS (Entity Component System) architecture.

GAME LEVEL PROGRAMMER - 04/2023

Infinity Field (1 month project) FPS

- Unity / Dead scene / Objects / C#
- Handled the death cutscene, player death scene using timeline and main menu.