

Joseph Suh

4A - Computer Science | University of Waterloo

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SUMMARY OF QUALIFICATIONS

- Over one year of professional software development experience – knowledgeable about software engineering principles used for writing scalable and maintainable code
- Excellent skills in C++ acquired through both work and project experience
- Comfortable collaborating with cross-disciplinary teams on existing projects and code
- Known for being highly responsive to feedback – able to critically analyze code and demonstrate resourcefulness by finding clear and well-defined improvements

Technical Tools:

C, C++, C#, Java, Python, JavaScript, Lua, MATLAB, Assembly (MIPS) | Git, SVN, Perforce, TCP/IP, OpenGL ES, OpenGL 3.0, OpenTK, STL, Node.js, Unreal Engine 4, Visual Studio, Android Studio

PROFESSIONAL EXPERIENCE

Game Programmer, Behaviour Interactive, Montreal, QC 09/2017 – 12/2017

- Worked on the Dead by Daylight team focusing on delivering new system features to be used by tens of thousands of players worldwide
- Designed and implemented client and server code for a player level system
- Integrated support for a universal video player using the Unreal Engine 4 framework
- Fixed several major bugs regarding lobbies, achievements and gameplay

Software Engineering, IGNIS Innovation Inc., Waterloo, ON 01/2017 – 04/2017

- Developed improvements to an AMOLED analysis tool. New features include smarter selection functionality and additional graph customization options
- Investigated and implemented GPU optimization methods for an OpenCV application. As a result, application run times were reduced by 20-30%
- Wrote code to automate the reprogramming of a panel stress testing application

PROJECTS

WLP4 Compiler (Linux) 01/2016 – 04/2016

- Developed a basic compiler in C++ for a small subset of the C language
- Designed components for the lexical analysis, semantic analysis and code generation stages of a compiler
- Wrote several low-level assembly programs and an assembler for the MIPS architecture

Chroma - Game (Android) 07/2014 – 09/2014

- Built a simple custom game engine from scratch using OpenGL ES 2.0 for graphics
- Implemented a custom pattern editor, achievement system and overlay menu system
- Attained 45+ five-star ratings and 500+ total installs

Link: <https://play.google.com/store/apps/details?id=com.jiracet.chroma>

EDUCATION

Candidate for Bachelor of Computer Science 09/2014 – 04/2019 (expected)

Honours Computer Science, University of Waterloo, Waterloo, ON