

Joseph Suh

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SUMMARY OF QUALIFICATIONS

- Worked on several backend and client-side features on a large multiplayer online game
- Comfortable collaborating with cross-disciplinary teams on existing projects and code

Languages and Tools:

C, C++, C#, Java, Python, TypeScript | Git, Perforce, Unreal Engine 4, Visual Studio, Kibana, DynamoDB, Redis

PROFESSIONAL EXPERIENCE

Game Programmer – Dead by Daylight, Behaviour Interactive, Montreal, QC 07/2019 – Present

- Worked on developing several online features such as promo codes, friends and store purchasing
- Fixed several issues regarding backend and dedicated server security

Software Engineering Intern, Arista Networks, Burnaby, BC 05/2018 – 08/2018

- Improved the implementation of an unequal-cost multi-path weighting algorithm by redesigning a part of the resource allocation process
- Developed CLI commands and unit tests for multilayer network switches

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

- Designed and implemented client and server code for an online player leveling system
- Created a thumbnail video player module for playing movies and tutorial videos in the game

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

- Improved graph customization options for a panel monitoring tool written in C#
- Investigated and implemented optimizations for an OpenCV application

PROJECTS

CS488 Raytracer (Linux) 04/2018

- An advanced raytracer developed over a span of two weeks using C++ and GLFW

CS454 WatDFS (Linux) 02/2019 – 03/2019

- A simplified distributed file system with client-side caching and NFS semantics

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

- A basic compiler in C++ which can compile a small subset of the C language

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

- A 2D action game for Android devices created using Java and Android Studio

EDUCATION

Bachelor of Computer Science – University of Waterloo 09/2014 – 04/2019

Computer Science, Honours, Co-operative Program, GPA: 3.82/4.00

Combinatorics and Optimization Minor