



Gwangyeong Yun

Junior Game Programmer

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Education

- Aug, 2019 ~ Present **Futuregames**, Stockholm, Sweden
Game Programmer
- May, 2017 ~ Nov, 2017 **KIC Campus Academy**, Seoul, South Korea
VR and AR Content Development Application SW Engineering Training
- Mar, 2007 ~ Feb 2013 **Korean National Open University**, Seoul, South Korea
Bachelor of Law

Experience

- Aug, 2019 ~ Present **Futuregames**, Stockholm, Sweden
Game Programmer
 - Further developed my passion for game development
 - Learned how to function in a team by working closely together with others
 - Created systems together with other game programmers.
 - Created and released four games in cross-discipline teams
- May, 2017 ~ Nov, 2017 **KIC Campus Academy**, South Korea
Back-End Web Developer
 - Developed a web site in a team using Java Spring Framework.
 - Developed a personal web site using Python Django Framework.
- Jul, 2016 ~ May, 2017 **Haebeobsuhak Math Academy**, South Korea
Help Teacher in Mathematics
 - Teaching math to students individually up to 10th grade.
- Mar, 2013 ~ Jul 2016 **Korean Army**, South Korea
Lieutenant in Military Police
 - Served as Platoon Leader, Vice-Company Commander.
- 2010 ~ 2012 Part time Worker at GS Logistics center, South Korea
Private Tutor in English and Mathematics at students' house, South Korea

Skills

| Language | | Computer Language | | Software |
|----------|--------------------|--------------------|------------|---------------|
| Korean | Native | C#, C++, Blueprint | 1.5+ years | Visual Studio |
| English | Fluent | Java, Python, | 6 months | UE4, Unity |
| Swedish | Beginner (SFI, 3C) | HTML5, CSS, SQL | | Perforce, Git |