

JEANIE CHOI

Web and Game Developer

CONTACT INFO

(web) devjeanie.com

(eml) jeanie.choi@gmail.com

(tel) (404) 632-5210

ACCOLADES

Breathe.Think.Do - Developer and Prototyper

Parent's Choice Award - Mobile App Spring 2014

eBee - Codesigner and Electric Engineer

Most Innovative Game - Boston FIG 09/2016

Smithsonian Indie Arcade 01/2016

SIGGRAPH studio 08/2015

Candy Crusher - Codesigner of Candy Crusher

Boston FIG 08/2015

Come Out and Play 07/2015

IndieCade East 02/2015

WORK EXPERIENCE

SparkByte Applications Web/App Developer 08/2016 - present

project(s) Company website, client's clinic website, VR fish game

role(s) Removal of malware, Wordpress theme creation, Unity VR game prototyping

Paidia Studios Grad Research Assistant 08/2014 - 07/2016

project(s) eBee, Candy Crusher, Voodoo Lovedoll Kickstarter, Who Is R.Mutt?

role(s) Lab manager, eBee electronic component engineer, prototyper, designer, website creation and management via Wordpress

Primal Screens App Developer 01/2013 - 10/2013

project(s) Breathe. Think. Do., deprecated Sesame Street prototype (Grover)

role(s) Main programmer of Breathe.Think.Do. Created workflow between code and Adobe Flash artists: wrote a puppet system. Designed audio-text sync system.

Emergent Game Lab Unity Developer, art 08/2010 - 05/2014

project(s) Mermaids multiplayer game

role(s) Designer and programmer for playtest builds and prototyper of numerous features such as a day-night cycle, a depth-based shader and a building system. Concept artist for numerous foliage in the underwater world.

EDUCATION

MFA Interdisciplinary Arts, Northeastern University 08/2014 - 05/2016

BS Computational Media, Georgia Tech 08/2008 - 12/2012

SKILLS

Engines, Software, Libraries

Unity3D, Vuforia, Google Cardboard VR

Unreal E4 Blueprints

Autodesk Maya

Adobe Photoshop, Flash, After Effects

three.js, phaser.io

Languages, Paradigms

HTML5/CSS3/Javascript

PHP/MYSQL

XML/JSON

C#/Java

OOP/MVC