Derek H Choi

Flat 19, Barstaple House, Old Market Street, Bristol, BS2 0EU | 07453869520 | derek@derekchoi.me

Portfolio

https://derekchoi.me

I am currently working as a Senior Games Developer at Red7 Mobile. Having used many different programming languages and technologies, I am confident in my ability to learn anything new quickly.

I currently hold a Youth Mobility Visa active from December 2017 that allows me to work full time in the UK without sponsorship for 2 years. Because of this, I'm looking for a job that can sponsor a Tier 2 work visa.

Technical Experience

LANGUAGES

TypeScript, C++, C#, HTML/CSS, PHP, Java, Javascript, Swift, SQL, Bash Scripting

TECHNOLOGIES

Pixi.js, Howler.js, gulp, git, Unity, XNA(Monogame), OpenGL4.x

PLATFORMS

Mac OS X, Windows, Linux, Android, iOS

SKILLS

Multitasking: I am capable of leading multiple projects at once and fill in for team members when they are away. Recently I have also taken on some framework responsibilities on top of my regular projects, and I believe I am handling it well.

Fast Learner: I think my thought process is very logical in general. While this does make talking to people difficult at times, I believe it is thanks to this that I am able to pick up and make use of new technologies and ideas quickly.

Problem Solving: I have been into computer games for a long time. While I do find joy in completing a game for the first time, I find that I enjoy it more when I go back and find the most optimal method of doing so. I feel I can apply this to the workplace, not only to solve problems, but to do it optimally.

Education

M.SC. COMPUTER GAMES TECHNOLOGY | 2016-2017 | CITY UNIVERSITY OF LONDON | FIRST

Autumn Modules:

    Game Development Process

    Object Oriented Programming in C++

    Systems Software Design

    Research Methods and Professional Issues

Spring Modules:

    Digital Signal Processing and Audio Programming

    Computer Graphics

    Computer Games Architectures

    Game Physics and AI

B.SC. COMPUTER SCIENCE | 2013-2016 | KING'S COLLEGE LONDON | 2:1

Year 3 Modules:

    Computer Graphics Systems

    Internet Systems

    Software Measurement and Testing

Distributed Systems

Optimization Methods

Software Engineering of Internet Applications

Individual Project

Work Experience

ASSOCIATE GAME DEVELOPER | RED7 MOBILE LTD. (SG DIGITAL) | JANUARY 2018 - PRESENT

Starting from the very bottom, I got in to this job with no prior knowledge of typescript. The company also uses a work-in-progress framework built in house, but I managed to pick it up fairly quickly and within 6 months I was leading a development team of my own. In my 16 months in the company I have developed and released 6 games, with 3 more in progress. I'm currently juggling 3 games at various stages of development and testing while leading framework development for our table games. I also take care of live issues for some games that were made either in house or in another studio.

G-SPACE | GLOBAL GAME JAM | JANUARY 2017

I took part in creating a game for the Global Game Jam. The theme this time was "waves" and with a team of 5, we created a game where the player manipulates gravity in space to navigate the spaceship to the goal. I was in charge of programming the back-end of the game in Unity(C#). The whole project was done within 48 hours. We ran into a couple of issues, with some team members working slowly and not speaking up about problems until asked. As a team we worked together to solve the issues, and managed to complete a demo of the game to present.

Video and source code available on my portfolio

ONLINE REAL ESTATE SYSTEM | HOMEHUNTER | 2015

Created using PHP and MySQL Databases for the back-end, while using HTML and Javascript(jQuery/AJAX) for the front-end as well as styling with CSS. I was responsible for implementing anything that requires the front-end and back-end to communicate, e.g. displaying database data, and modifying/adding database entries. The front-end team was having trouble so I helped with some Javascript as well. The project was almost complete, but cancelled because the client was having some legal issues.

SOFTWARE ENGINEERING GROUP PROJECTS | PART OF COMPUTER SCIENCE DEGREE | 2013-2015

- Online Real Estate System, created using PHP, MySQL Databases, Javascript/jQuery/AJAX

- Android Application to display data pulled from The World Bank

- Java Chat System, created both server and client applications

Academic Honours

Academic Award for Computing, City of London Freemen's School (Graduating class of 2013)

Hobbies and Interests

I have a huge passion for games. I play games across pretty much all genres except horror, and most recently I've developed special interest in rhythm and fighting games. There have also been games I enjoyed so much that I used to speed run them, namely Borderlands 2 and Portal. Learning and optimising the runs have been a lot of fun.

Other than video games, I also play a lot of chess. While I do make mistakes, I believe I am good at analysing the situation and exploiting the opponent's mistakes. I've never sat down and studied it, but I've been playing since primary school and so I've learnt from all the people I've played against. I won the school's chess tournament during my A-level years.

Sports-wise I enjoy some badminton, and am leading the weekly badminton sessions at Red7 Mobile. I used to train weekly 8 years ago, and only started again recently.