

Taemin Hong

Experienced software engineer with communication skills

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EXPERIENCE

Z-Emotion, Seoul Korea

Product Manager (Mar 2022 - Oct 2022)

- Designed new features for z-weave 2, a virtual cloth editor.
- Wrote the specifications and guidelines.
- Served as a scrum master and supported the development team.

Senior Software Engineer (Nov 2020 - Mar 2022)

- Added support for glTF, DXF, and other file import/export in z-weave 1.
- Improved transparent objects rendering of z-weave.
- Provided file converters, viewers, and validators for artists.

KOVI, Seoul Korea

Software Engineer (Jun 2016 - Sep 2019)

- Developed a VR training simulator for electrical safety inspection.
- Introduced build system, version control systems(Git), and wrote scripts for DevOps things.
- Researched web-based 3D applications.

J-One Entertainment, Seoul Korea

Software Engineer (Jul 2015 - Apr 2016)

- Developed mobile games.

Lodics, Seoul Korea

Software Engineer (Jan 2009 - Dec 2014)

- Developed TextureWorks, a texture image editor, which was used in the projects to build 3D maps of Seoul.
- Developed the 3D reconstruction module of ModelWorks to create 3D models from aerial photographs.

SKILLS

Libraries & Frameworks

OpenGL, React, ThreeJS

Programming Languages

C/C++, C#, JavaScript,
TypeScript, Bash, Lisp

Others

Technical writing, Linear algebra

EDUCATION

Hongik University - Sejong

Bachelor of Engineering in
Game Software (2022-2008)

LANGUAGES

Korean - Native

English - Intermediate