

# Hochul, Song

sanoi@iamg.kr

+491525 3664929

portfolio : <http://blog.iamg.kr/>

Barbarossa str. 40A, 10779, Berlin, Germany.

## Education

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B.S, Computer Science (1999 - 2007)

Korea University, Seoul, Korea

## Work Experience

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Lead Engineer, Aeriagames GmbH, Apr 2016 - Present

- Lead Zoo Zap Engineering team
- Deep link integration
- Social SDK integration
- Adjust log & event tracking
- AB test
- Local / Push notification

Senior Mobile Engineer, Aeriagames GmbH, Sep 2015 - Mar 2016

- Working on various project for localisation and publishing
- Publish Korean Match3 game Anipang2 to EU/NA Zoo zap
- UI reimplementation
- Adding offline mode
- Starling engine migration and optimise overall game performance
- IAP/IAB
- Gamecenter / GPS
- Facebook canvas prototype with Unity3D

UI Developer, Yager, Jun 2014 - Sep 2015

- UI / UX development on Dead Island 2 project
- UI implementation with Scaleform, cpp and UE4
- Re-implement UI from scaleform to UE4 canvas(C++) with shader material, increased rendering performance with better quality.

Founder, CEO, Software developer, IAMG Inc., Feb 2008 - May 2014

- Develop and launch MAXMEMORY on iOS / Android using Adobe AIR, Apr 2014.
- Develop and launch MAXQUICK on iOS / Android using Adobe AIR, Mar 2014.
- Develop iOS in-App Purchase / Android in-App Billing(V3 API) ANE, Dec 2013
- Develop Adobe AIR UI / Mini Game Framework including ranking / login server for mobile, 2013
- Develop Adobe AIR Game UI component for mobile, 2013
- Develop and launch JellyJJoo on iOS / Android using Adobe AIR with facebook API, Jan 2013.
- Working as one Person company since July 2012
- Flash game development
- AIR Interactive application development
- Web application / Interactive website / Facebook application development

- SAMSUNG / LG Feature phone UI and bundle game development, 2008 - 2009

Senior Software developer, NHN Korea, Mar 2006 - Feb 2008

- Lead of interactive lab which makes Rich Internet Application and UI for naver.com (#1 portal site in Korea).

Senior Game developer, NHN Japan, May 2005 - Feb 2006

- Localization and launch 10+ flash games from Korea to Japan
- Organize and manage flash game develop team in Japan and develop 3 flash games.

Senior Game developer, NHN Korea, Nov 2004 - May 2005

- 8 Flash games development.
- 3 Flash games design.

Software developer, Comin, Jul 2002 - Nov 2004

- Work as special cases on military service.
- Flash game development.
- Factory automation management system development.

## Language

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Fluent in Korean, Good Japanese

Competent in English. Basic German.

## Skills

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Very good knowledge of OOP

10+ years of software development especially in game development and UI / UX

Strong knowledge on Game engines like UE4, Unity3D, Cocos2dX, Adobe AIR

ActionScript, C++, C#, PHP, JAVA, Objective-C, HTML, CSS, JavaScript, jQuery, MySQL, OAuth, Adobe design tools

## Publications

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Learning ActionScript 3.0, O'Reilly / Insight, translate into Korean, Oct 2011

Essential ActionScript 3.0, O'Reilly / Insight, translate into Korean, Jul 2009

ActionScript 3.0 Cookbook, O'Reilly / Hanbit Media, translate into Korean, Apr 2008

## Teaching

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Mobile UI Development, LG electronics, 2009

ActionScript 3.0 Skill up, Digital Insight, 2008

ActionScript 3.0 for Media Artist, Art Center NABI, 2007

Game Art Project, Art Center NABI, 2007

ActionScript 3.0 and OOP, NHN Japan, 2006