Alex Lee

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🔗 https://ThinkingDarusik.com in linkedin.com/in/alex01763

🎓 EDUCATION

Konkuk University, *Bachelor's*   Mar 2019 – Feb 2024 | South Korea

📂 PROJECTS

Like Birds 🔗   Aug 2024 – present
A singleplayer first person shooter game, self developed using Unreal Engine and released on Steam.

Implementing Open Source AI models into games 🔗   2021 – 2023
Utilized open source large language models (LLMs) to dynamically generate natural AI npc dialogues in different game engines.

Actions Have Consequences 🔗   Feb 2023 – Jul 2024
A single/multiplayer first person shooter. Developed in Unreal Engine 5 with C++.

Baked to Scale 🔗   Aug 2024
A 3D Platformer built with Unreal Engine. Utilized English to communicate with multinational teammates.

ChatGPT Agent That Creates NPC Dialogues 🔗   Jan 2024
Created a ChatGpt agent that generates NPC dialouges in json format upon request.

🧠 SKILLS

C, C++, Python, Unreal Engine, Unity, GML, Game Development, Huggingface, Java, HTML, Git/SVN

📇 CERTIFICATES

Craftsman Information Processing
Human Resources Development Service of Korea, 2017

🔧 EXPERIENCE

ThinkingDarusik, *Indie game developer*
Worked as a solo game developer, overseeing every stages of game development such as legal paperwork, game development and publishing on Steam.

🌐 LANGUAGES

Korean   **English**
Native   Bilingual, Toeic R/L 970