

Da Woon Jung

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Objective

Over the last 6 years, I have designed and written software ranging from mobile applications, shrink-wrap software, and large-scale systems. My strengths are robust, efficient, international-friendly software design, over 19 years of experience speaking English, and a willingness to experiment and learn. My interests are in computer graphics and aerospace and I am seeking opportunities to build innovative software for your business.

Skills

- Languages: C, C++, Objective-C Cocoa, Bourne shell
- SDK's: OpenGL, iPhone
- Platforms and databases: Mac OS X, FreeBSD, Linux, HP-UX, Windows, Oracle
- Fluent in English, Korean. Japanese JLPT Level 1 (2006)

Work Experience

Software Engineer, SDC-T Inc., Tokyo (12/2007~12/2008)

- Windows Vista-based data sync application for major Japanese mobile carrier (2007/12 - 2008/12) - Designed a new feature based on specifications received from carrier. Application deployed in carrier's shops nationwide in 2008.
- iPhone sync app (2008/8 - 2008/12) - Lead a team of 4 in designing, implementing, and testing an easy-to-use Zeroconf data synchronization app. Also took charge of submitting app to the Japanese App Store.

System Engineer, SDC-T Inc., Tokyo (04/2006~07/2007)

- Global supply chain system for Sony Corp - Implemented new features using C, Pro*C, Bourne-shell, migrated code to 64-bit, managed Oracle database. Leveraged English skills in communicating with overseas offices.

Research Engineer, WizBase Inc., Seoul (06/2004~12/2004)

- Developed a fast, compressed XML communication backend for a leading Oracle database security system.

Voice Platform Developer, HeyAnita Korea, Seoul (09/2000~05/2001)

- Used Visual C++/COM to implement an audio streaming module that successfully handled hundreds of calls a day.

Education

Brown University, Rhode Island, USA. Graduated with Sc.B, May 2000.

Interdisciplinary major in comp. sci and astrophysics. Implemented a galaxy cluster visual simulation using Minkowski functionals for thesis.

Other Achievements

Celestia, 3D space simulator (<http://sourceforge.net/projects/celestia/>, **blog:** <http://dwjwhatsnew.blogspot.com/>)

- Open source project, Mac OS X port lead. Active contributor for over 4 years.
- Related projects: Wrote DDS texture conversion and mipmapping companion tool SquishDDS. Implemented optimized image scaling algorithm for F-Tex Tools tile generator, 4 times faster than naïve algorithm.

Emu48 (<http://emu48mac.sourceforge.net/>)

- Open source HP calculator emulator, Mac OS X port. Downloaded over 12,500 times since 2003.

Apple Korea presenter, Mac OS X Tech Talk 2005

- Presented at Apple's public seminar for new technologies in Mac OS X 10.4, audience of 100

References

Available on request.