

Taemin Hong

Experienced software engineer with communication skills

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EXPERIENCE

Z-Emotion, Seoul Korea

Back-end Engineer (Jun 2025 - now)

- Maintained z-emotion.com site.
- Developed [Vitarelay online configure page](#)

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.
- Team leader.

KOVI, Seoul Korea

Software Engineer (Jun 2016 - Sep 2019)

- Developed a [VR training simulator](#) for electrical safety inspection.
- Developed V-ray Plugin prototype
- 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 using Unity.

Lodics, Seoul Korea

Software Engineer (Jan 2009 - Dec 2014)

- Developed [TextureWorks](#), a texture image editor, which was used in

SKILLS

Platforms

Windows, Linux, AWS

Libraries & Frameworks

Nest.js, OpenGL, React, ThreeJS, Qt

Programming Languages

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

Others

Technical writing, Linear algebra

EDUCATION

Hongik University - Sejong

Bachelor of Engineering in Game Software (2022-2008)

LANGUAGES

Korean - Native

English - Intermediate

the projects to build 3D maps of Seoul.

- Developed the 3D reconstruction module of [ModelWorks](#) to create 3D models from aerial photographs.