Jinseong Ahn

github.com/JSA-MD
LinkedIn profile

Software Architect · Technical Lead · AI Systems

PROFILE

Software engineering since 1997, spanning commercial real-time systems, native mobile products and independent AI-assisted development. Saramin résumé reports 23 years 8 months of experience as of November 2026, including independent work.

SELECTED ENGINEERING WORK

Independent AI Systems & Automation Dec 2023 — Present

Directed AI-assisted development of a content production system combining research, generation, media composition, publication and feedback. Historical project records describe 116 pipeline runs, 66 composed videos and 54 uploads across three channels in February–April 2026.

DotDotDot — OLOBO · Lead Programmer / Architect May 2021 — Nov 2023

Led architecture for a 3D avatar storytelling application integrating Unity, voice and AI prompts. The technical résumé describes tracing an intermittent iOS crash through profiling and execution logs to an overflow in an external math library.

Hangame Japan — Purenista · Platform Engineering Jan 2020 — Apr 2021

Designed a shared native C++ image processing engine and integrated it with React Native across iOS and Android. The technical résumé reports image composition improving from over 40 seconds to under 5 seconds and output size from over 30 MB to under 3 MB; figures were not independently benchmarked here.

Funwave — Golden Express · Team Lead Jul 2019 — Dec 2019

Led casino game and framework development for Kangwon Land / KLSaberi, including a title presented at G2E 2019.

FNS Holdings — FASSKER · Team Lead Dec 2018 — Jun 2019

Developed a mobile fashion social platform with frontend, backend and AWS integration.

SELECTED CAPABILITIES

C / C++ · C# · Unity3D · DirectX / OpenGL · React Native · TypeScript · iOS / Android integration · Python · FastAPI · Spring Boot · PostgreSQL · AWS · CI/CD · system design · profiling

Commercial project descriptions and performance metrics are based on the supplied technical résumé. Project dates follow the designated Saramin résumé.

CAREER HISTORY

Funcrew · Machigai Breaker Jun–Sep 2018

Unity mobile RPG framework and release.

Akoz Technologies · VM Casino Aug–Dec 2017

Mobile social casino development and updates.

DoubleU Games / Diamond Games Nov 2016–Aug 2017

Double Fortune Casino client architecture and integration.

Neowiz GameOn Studio Jan–Jun 2016

Smart TV porting and S4 League maintenance.

GAME SHARP Sep 2012–Sep 2015

Arcade software, 3D systems and hardware integration.

Mgame / MG-Studio Jul 2008–Sep 2012

Warbane MMORPG server and PostgreSQL data systems.

Barunson E&A · Project N Apr–Jun 2008

Unreal Engine 3 and Scaleform integration.

NTREEVSoft Jul–Dec 2007

Online game clients and UI systems.

Game Land Japan Sep 2002–Jun 2007

Online games and custom 3D engine development.

HanbitSoft Digital Campus Jan–Aug 2002

3D programming instruction.

Xcellent Jan–Dec 2001

PC online casual games and supporting tools.

VRStaff Jun–Dec 2000

3D simulation and rendering.

Almighty IT Jan 1999–Jun 2000

Business software and serial communication.

Mirinae Software Jul–Aug 1997

Game programming internship.

EDUCATION

Korea National Open University — Computer Science, bachelor’s degree.

ENGINEERING APPROACH

Make systems observable, isolate failure modes with evidence, and iterate across architecture, implementation and release. Independent trading projects are research environments; no trading returns or live parity are claimed.

Some positions overlap; dates reflect the Saramin résumé.