

Jangyoung Jeong

AI SOLUTIONS ARCHITECT | AI PRODUCT ENGINEER

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SUMMARY

AI engineer and product builder with 8+ years of experience delivering production AI systems across game technology, internal platforms, multimodal QA, retrieval systems, and agentic AI workflows. Currently building end-to-end AI products including multimodal RAG, search-driven agents, and operational AI tooling, while pursuing a Ph.D. in Game Engineering focused on multimodal QA and agent workflows. Strong in translating technical ambiguity into deployable systems, aligning engineering decisions with product outcomes, and working across research, software, and business-facing execution.

EXPERIENCE

Supercent

Dec 2025 - Present

AI Product Developer

- Designed and delivered production-facing AI workflows, including multimodal RAG systems, search-driven agents, and internal AI tooling.
- Operationalized agentic workflows with emphasis on inspectability, iteration speed, maintainability, and real team adoption.

SK intellix

Jul 2025 - Dec 2025

AI Manager

- Established AI compliance and technical review structures for smart-home AI capabilities and ecosystem integrations.
- Built operational web tooling and supported roadmap decisions across LLM, computer vision, and monitoring interfaces.

Hongik University

Sep 2024 - Present

Ph.D. Candidate, Game Engineering

- Researching multimodal QA, automated bug reporting, agent workflows, and deployable AI tooling for real production teams.
- Built prototypes with VLMs, retrieval systems, and orchestration frameworks to explore evaluation, tool use, and usable delivery patterns.

NCSOFT

Mar 2018 - Jul 2024

AI Engineer / Technical Builder

- Built AI-enabled systems across gameplay evaluation, procedural generation, automation tooling, and digital human production pipelines.
- Developed simulation-based evaluation agents and internal testing tools to reduce workflow cost and improve team effectiveness.

COM2US

Oct 2016 - Feb 2018

AI / Full-Stack Developer

- Developed reinforcement learning prototypes in game environments and built internal collaboration tooling across frontend, backend, and database layers.

CORE STRENGTHS

- Solution architecture and end-to-end AI product delivery
- Agentic AI workflows, tool orchestration, and LLM application design
- Multimodal QA, computer vision workflows, and evaluation-oriented systems
- Retrieval systems, vector search, and AI-assisted interfaces
- Production-minded AI engineering across product, research, and operations

TECHNOLOGIES

- Python, SQL, JavaScript, C#, C/C++, Dart
- PyTorch, TensorFlow, Transformers, OpenCV
- LangGraph, LlamaIndex, RAG, Qdrant, MCP, PEFT/LoRA, ONNX
- AWS, GCP, Docker, Linux, Git, WebSocket, PyQt, Flutter

EDUCATION

Hongik University

Ph.D. Candidate in Game Engineering, Sep 2024 - Present

Hongik University

M.S. in Game Engineering, Aug 2014 - Aug 2016

Hongik University

B.S. in Game Engineering, Mar 2007 - Feb 2014

SELECTED SIGNALS

Patents and Research

2 patents, PeerJ SCI-E paper, HCI Korea paper, IEEE RAAI 2024 poster, 2025 publication on automated game QA reporting.

Leadership and Communication

NCFellowship program management, internal presentations, technology transfer support, and ongoing technical writing on AI workflows.

POSITIONING NOTE

An AI solutions builder with deep game AI production experience and growing strength in agentic, multimodal, and delivery-oriented AI systems.