

# 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.

### PROFILE

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