

Chris Yoon

Enrolled at UCSD, taking courses focused on software engineering and computer science. I have basic experience with full-stack development both through classes and personal projects. After a year at home, I'm hoping to program with other people again.

EXPERIENCE

Cobey, UCSD — *Unity Developer*

January 2021 - PRESENT

- Currently developing a program in Unity which takes user input from inertial sensors and replicates users' movement on a 3D humanoid through inverse kinematics (using BioIK package).
- Cobey is a startup incubated by UCSD's "The Basement" whose goal is to create a novel mo-cap system catered towards everyday athletes looking to obtain feedback on their performance relative to that of professional athletes.
- As the only Unity dev in the team, I have to coordinate with other groups in Cobey to push weekly deliverables and progress reports.
- Using: C#, Unity Engine

ACTIVITIES

Video Game Development Club — *Developer*

- Was part of the development of 2 games with the video game development club at UCSD.
- The first project I was a part of was for a ~2 week long game jam. I worked as a programmer (C#) and 3d modeler (Blender) on a team of 6 people.
- The current project I'm a part of has been in development for just under a year, with around 7 devs, and I work primarily as a programmer (C#).

UCSD Hackathon — *Content Creator*

- I'm a part of the content creation team at TritonHacks which is a club at UCSD that organizes Hackathons for disadvantaged high school students.
- The kit I was a part of introduced students to front-end web development and its most commonly used languages (HTML, CSS, Javascript).
- I created the kit in a team of 3 other students where we'd meet up for an hour a week to program the kits together.

SKILLS

Html / CSS

Javascript

C++ / C

Unity / C#

EDUCATION

UCSD, La Jolla — *Cognitive Science (HCI)*

September 2019 - June 2023

I'm studying Cognitive Science, taking courses emphasizing computer science and UI or UX

HONORS

Provost Honors for (5/5) complete quarters.

PROJECTS

BUJO App - Course Project

Using Javascript, HTML, CSS, SQL, docker, and GCP. to create online Bullet Journal within a team of 8 other students, utilizing Agile methodologies. I work as a front end developer on my team.

