Related Project

**Aiku** (Fall 2017-Present): http://aiku-game.weebly.com/

*Large-Team Development(49 members),* *First-Person Puzzle Game, Developed in Unity*

* Administering and reviewing pull-request for game features.
* Resolving version control issue for others using git bash and terminal
* Creating and developing different interaction method within a game through polymorphism and different design pattern.
* Consulting bug-fixes and performance(run-time) issue.
* Formulating data structure usage for achieving desired functionality and performance.
* Created algorithms for wider ray-casting system to detect objects in player’s reach (<https://github.com/ALee1303/Sphere-Raycasting>)
* Created original power base class which developed into core gameplay mechanics (<https://github.com/ALee1303/PowerSystemBase/tree/master/Assets/Scripts>)
  + Test-driven development using NUnit with Unity test tool
  + Utilized *Strategy Pattern* to create multiple types of *Powerable Objects*

**Tower of Hanoi Simulation**: <https://github.com/ALee1303/Tower-Of-Hanoi>

*Visualization of Tower of Hanoi puzzle using Unreal Engine*

* Using custom data structures to display how tower of hanoi puzzle is solved
* Demonstrates knowledge in use of data structure and Object Oriented Programming

**Duelout**: <https://github.com/ALee1303/DuelOut>

*Single Development, Two-Player Breakout Game, Developed in Monogame*

* 1vs1 original adaptation of classical *Breakout* game.
* Experienced using multiple design patterns to create adaptable game project.
  + Used strategy pattern for creating different items and blocks.
  + Used mediator pattern for managing balls and blocks.

Education

**Bachelor of Science in Programming/Game Programming**

Columbia College Chicago, Interactive Arts and Media Department, Chicago, IL,

Expected May 2018. 2018 Spring In-Progress (Department GPA 3.95)

**Honor**: Dean’s List from 2016 Fall to 2017 Fall.

Skills

**Coding Language**: C#(Proficient), C++(~C++14), Python, Javascript, HTML

**IDE, Frameworks, and tool**: Visual Studio(Proficient), NodeJS(Familiar), Git, Sourcetree

**Foreign Language**: Korean(Proficient), Japanese(Fluent in conversation)

Work Experience

**Research Intern** (Summer 2015-Spring 2016):

*Cresyn Inc.,* Seoul, Korea (Main Product: Headset & cable, 2017 annual sales: US $300M)

* ODM & OEM for Samsung, LG, Sony, etc.
* Gained laboratory experience in a corporate research and development setting.
* Contributed to manufacturing and testing of many products.
* Created referential documents by comparing company’s products to competing brands’.
* Developed ability to acquire new skill quickly by learning Creo and AutoCAD.

**Reserve Army Training Assistant Manager** (July 2013-March 2015):

*Seocho 3rd Reserve Army Squad*, Republic of Korea Army,The 52nd Infantry Division

* Using secure military DBMS to assign and administer training to reserve army forces (around 1,600 forces) according to law.
* Administering legal procedures and documents related to training, such as Instituting legal proceedings against Squad members who are unlawfully absent from training.
* Created, using excel, normalized data sheets of trainees to sort them in other ways not provided by the DBMS.
* As a Squad Leader, stationed squad received *‘Best Performing Reserve Army Squad.’*