

# Jong Hun (Peter) Pak

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## Education:

### **New York University(NYU) Tandon/Polytechnic School of Engineering**

Expected Fall 2017

*Major:* Bachelor of Science in Computer Science

GPA: 3.4

*Minor:* Game Engineering

*Related Coursework:* Object Oriented Programming, Java and Web Design, Data Structures and Algorithms, Artificial Intelligence, Physics, Discrete Mathematics, Game Development Studio, Game Programming, Computer Networking, Design and Analysis of Algorithms.

- Current Vice President/Former Treasurer of PAS(Poly Anime Society)

### **Bronx High School of Science**

Fall 2010 - Spring 2014

- First Seat Cellist of Bronx Science Orchestra
  - Vice-President of Bronx Science Kendo Martial Arts Club
  - Group Leader of Seekers Christian Fellowship Club of Bronx Science
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## Academic Achievements:

- NYU Dean's List for Academic Excellence Fall 2014- Spring 2015
  - AP Scholars Award 2014
  - Membership in ARISTA National Honors Society 2014
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## Projects:

### **Canterlot Defender**

Winter 2013

Tools:C#/XNA 4.0

Worked on physics, collisions and rendering. A flying player moves up and down while attacking a stream of enemies trying to break through.

### **Drone Simulator**

Winter 2015

Tools: Unity/C#

Made in a well organized group to simulate an air drone flying through obstacles and levels while taking in various directions from input controller(keyboard). Worked on level development and design

### **Pacman Artificial Intelligence**

Fall 2016

Tools: IntelliJ/Java

Implemented Depth First Search, Breadth First Search, Hill Climbing, Simulated Annealing, Random Mutation Evolution, Iterative Deepening into a Pacman source code and framework

### **Deadman Winterland**

Winter 2016

Tools: Javascript/Phaser.io

Worked with group of people in Game Jam Hackathon. Worked on game states and logic. Two player game, one controls the player and the other controls platforms and icicles with mouse to kill Player.

### **Three's Puzzle AI Solver**

Winter 2016

Tools: C#, Android App

Worked in a team to create a new AI algorithm to solve the game of Three's using the Threesus Framework. AI focused on using hill climbing and greediness to shorten runtime and immediate results.

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## Work History:

Daniel Academy, Gethsemane Church, Flushing, New York

*SAT Teacher/Summer School Instructor*

October 2013 - August 2015

- Instructed various high school students on the sections of the SAT.
  - Instructed younger students in elementary and middle school in Math, Science, English.
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## Skills:

- Programming Languages: C++, C#, Java, Lua
- Software: Autodesk Maya, XNA Game Studio, Unity, Tile Map Editor