

# JUHYUN OH

## WEBSITE

<https://ojh2136.github.io>

## MOBILE

(206)-334-2766

## EMAIL

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## EDUCATION

University of Washington Bothell  
(2016-2020)

Major: Interactive Media design

Minor: Information Technology

## PREFERRED SKILLS

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Design/Graphic: Photoshop, Illustrator, Premiere Pro

Programming: C#, Python, MySQL, HTML/CSS, Java, Javascript, GIT, Unity

## PROJECTS

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BlankSpaces - Developer  
(2018-2018)

- Created using Objective-C
- Prototyped a physics simulation including gravity and interact-able entities
- Able to transform any negative words to positive words

Markings - Developer  
(2018-2018)

- Created using ARKIT from Objective-C.
- Implemented accurate AR detection with AR planes, and used body detection to annotate various bodies using ARKIT

RetroJerry - Developer  
(2019-2019)

- Created using Unity C#.
- Developed multiple mini game mechanics such as infinite object spawns, character movement object-detection, different type of hostile object movements, and unique boss movement.

Influorecense - Developer  
Capstone Project  
(2019-2020)

- Developed using Unity C#.
- Created a simulation that creates whimsical, interactive space for cherry blossom.
- Implemented physics simulation such as falling petals effect, created realistic terrains, character movements, interactive portal system, manipulating petals and time.

## EXPERIENCE

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H&M - Sales Advisor  
(2017-2019)

- Customer servicing and merchandising duties on the sales floor, creating a best environment for customer to shop.