

## Education

**Masters of Science**  
Industrial Design  
KAIST

2015 - Present  
Daejeon, South Korea

**Korean Language**  
Keimyung University

2014 - 2015  
Daegu, South Korea

**Bachelors of Information Technology (Honours)**  
Game Development & Entrepreneurship  
University of Ontario Institute of Technology

2010 - 2014  
Oshawa, Ontario

## Work Experience

**Graduate Research Assistant**  
KAIST

2015 - Present  
Daejeon, South Korea

Designed and developed virtual reality and augmented reality systems using Unity for devices such as the HoloLens, Oculus Rift, and Project Tango tablets.

**Tools and Systems Programmer**  
Digital Leisure

2014  
Aurora, Ontario

Developed game tools and plugins for Maya and Unity to streamline the development of 3D models and animations for the Four Kings Casino and Slots game. Also created web reports to improve project management.

**Undergraduate Research Assistant**  
University of Ontario Institute of Technology

2012 - 2014  
Oshawa, Ontario

Collaborated with surgeons at the SickKids Research Institute on the design of multiple medical simulations used to research the effectiveness of games as an education and research platform.

**International Research Assistant**  
Freie Universität Berlin

Summer 2013  
Berlin, Germany

Developed and debugged a Java-based research system to identify key factors to analyze the effectiveness of the Esper event processing engine. Also obtained and visualized Twitter data in an interactive web application.

**Software Developer (Intern)**  
BeaconWall

Summer 2012  
Hong Kong

Took over the existing code base for MaXit Systems and led the development of a network and mobile module for the MFC desktop client. Demonstrated the product to the client to obtain usability feedback.

**Peer Tutor**  
University of Ontario Institute of Technology

2011 - 2014  
Oshawa, Ontario

Provided one-on-one tutoring services to nearly 100 students in university level math and programming courses while mentoring new peer tutors by providing guidance to facilitate their development as tutors.

## Languages

English  
Cantonese  
Korean (TOPIK 5)

C++  
C#  
Java  
Processing  
HTML  
CSS  
JavaScript  
PHP  
SQL  
Python  
ActionScript 3.0

## Technology

Android  
Arduino  
Web  
Windows

Adobe Flash  
Adobe Illustrator  
Adobe Photoshop  
Adobe Premiere Pro  
Autodesk Maya  
Git  
Unity  
Microsoft Office  
Microsoft Visual Studio

HoloLens  
Oculus Rift  
Project Tango

## Interests

Video Games  
Game Design  
System Design  
Interaction Design  
User Experience  
Augmented Reality  
Virtual Reality  
Travelling