

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. Utilized Devices such as the 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 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. Also mentored 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

Platforms & Tools

Android
Arduino
Web
Windows

Flash
Maya
Photoshop
Premiere Pro
Unity
Visual Studio

Oculus Rift
Project Tango

Interests

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