Eun Hyeon Park

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Portfolio - https://epark012.github.io/EunhyeonPark.github.io/

Unity Developer / XR Developer

Experienced unity developer in a world-class XR SDK team based in the UK, specialising in Unity and C#. Passionate about creating immersive experiences, I excel in software development, augmented reality, and virtual reality. Eager to learn and contribute technical expertise and innovative solutions to a dynamic team, driving product excellence and pushing the boundaries of technology.

Work Experience

Immerse Learning, Apr 2022 - Current

- Developing XR SDK for Unity and Unreal engines in C# and C++ based on modular framework for XR experiences
- Creating UI and interaction prefabs for more interactive and powerful experience

UCL Multimedia Anthropology Lab, Aug 2021 - Apr 2022

- Created a museum in Unity and implement interaction with XR interaction framework

Medici Development Centre, Nov 2020 - June 2021

- Developed AR/VR projects in Unity engine for VR simulation and VR headsets.
- Created 3D assets using maya for optimised VR assets and implement Scene management system with Addressables

Somnium Studio, July 2019 - Oct 2020

- Developed story driven game content in Unity engine, focusing on system creation such as dialogue system etc
- Optimise art assets using blender for modelings / Substance Painter and Photoshop for Textures

Education

Goldsmiths, London – 09.2015 – 09.2018 - ***BA, Media and communication***

University College London, London –09.2018 - ***MA, Ethnographic and Documentary Film (VR/AR)***

Skills & Software

Programming Language - C# (Intermediate) & C++(Basic) & HLSL (Basic)

Engine and Framework- Unity (Intermediate), Unreal (Basic), OpenGL Net Framework, WPF, Git, Github, GitBucket, Gitlab, TeamCity (CI/CD)

Graphic Software - Blender (Intermediate), Substance painter(Intermediate), 3ds MaxBasic), Photoshop(Basic)