

# HANEUL CHUN

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Portfolio: [haneul.github.io/HaneulPortfolio](https://haneul.github.io/HaneulPortfolio)

## OBJECTIVE

I recently graduated from VFS, a one-year Game Programming diploma program with a solid foundation in C++ and c#, object-oriented design. Quick learner with experience collaborating in teams and adapting to new technologies. Passionate about delivering polished games with smooth, responsive gameplay.

## EDUCATION

Vancouver Film School

2024-2025

Courses include Programming for Games, Web, and Mobile Education (Unity, Unreal Engine, C#, C++, Git)

## EXPERIENCE

Programmer | Team Project

Nov/2024 - Feb/2025

Our team project has 5 people working on a 2D Stealth game in Unity and using GitHub fork, 2 for planning, and 2 for production. I Developed AI patrol state and player chase state with a vision cone using ray tracing.

Programmer | Final Project

Mar/2025 - Aug/2025

Our final project has 6 people working on a 3D Horror game in Unreal using GitHub fork, 2 for planning, and 4 for production. I programmed the enemy that disappears when looked at using C++ and blueprints. I also did teleport doors for the puzzle and made it look smooth

## HARD SKILLS

- **Languages:** C++, C#, JavaScript, Python, SDL, HTML, CSS, Swift, Kotlin
- **Engines & Frameworks:** Unreal, Unity (Mirror), Vue
- **Tools & Version Control:** Git, GitHub, Fork, Rider, Visual Studio, Android Studio

## SOFT SKILLS

- Problem-solving
- Time Management
- Active Listening
- Finding Problems
- Positive Energy
- Working Hard

## ACTIVITIES

Prototyped a multiplayer game in Unity using Mirror, implementing player movement, interactions, and local hosting. Explored client-server synchronization and iterative gameplay tuning.