HYUNGYU CHUNG (HENRY)

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Portfolio: https://henrychung98.github.io/henry-portfolio/

SOFTWARE ENGINEER

A Computing Science diploma student at Douglas College with a focus on software development. Experienced in designing and developing web applications and CRM solutions using technologies such as Next.js, TypeScript, Supabase, and Tailwind CSS, as well as creating interactive software features using C# with Unity and Unreal Engine. Skilled in building intuitive user interfaces, implementing robust backend logic, and delivering engaging user experiences. Currently completing the final semester in Fall 2025.

SKILLS

Operating Systems: MacOS, Windows
Development Environments: Visual Studio Code, Visual Studio
Programming Languages: C, C++, C#, Python, JavaScript, TypeScript
Libraries & Frameworks: Express, Next.js, React, SDL, R3F, Tailwind CSS, Socket.io
Databases: MongoDB, SQLite, MySQL
Software & Tools: Unity, Unreal Engine, Git, Figma, Amazon Web Service, Supabase, Premiere Pro
AI Tools: Cursor, Gemini, Claude, ChatGPT
Soft Skills: Problem Solving, Time Management, Debugging, Programming, Code Review

EDUCATION

Diploma: Computing Science   **December 2025**
Douglas College – New Westminster, BC
- o **Fall 2025 class Schedule:** Tuesday & Thursday, 12:30PM - 2:20PM | Wednesday & Friday, 8:30AM - 10:20AM

CERTIFICATIONS

- **AWS Certified AI Practitioner**
  Amazon Web Service – Issued July 2025 | Expires July 2028
- **AWS Certified Cloud Practitioner**
  Amazon Web Service – Issued June 2025 | Expires June 2028

TECHNICAL PROJECTS

CRM Web Application   **Ongoing**
Personal Project
- o Developing a multi-organization CRM web app using Next.js, TypeScript, and Supabase.
- o Provides customer management, task tracking, and activity logging for organization-specific workflows.
- o Optimized frontend-backend interactions for responsive and scalable user experience.

Speech Bubble Platformer Game   **January 2025**
Vancouver Global Game Jam
- o Developed a 2D Platformer game inspired by chat bubbles, where the player gains abilities such as jumping, crouching, and pushing objects by interacting with NPCs.
- o Focused on implementing player movement using Unity and C#.
- o Collaborated 6 teammates, utilizing Github for version control and agile development.

VR Shooter Game   **October 2024**
School Individual Project
- o   Developed a VR game for Meta Quest using Unreal Engine, focusing on immersive interaction and game mechanics.
- o   Implemented a raycast-driven object highlighting and weapon recall system for intuitive and immersion VR interactions.
- o   Created infinite enemy spawn logic and dynamic health bar UI to support extended combat gameplay.

Auction Website   **August 2024**
School Team Project
- o   Developed backend of an auction platform using Next.js and MongoDB.
- o   Designed and implemented RESTful APIs for managing listing, bidding logic, and user management.
- o   Built secure authentication system using JWT, including password hashing, token generation, and validation.

WORK EXPERIENCE

Prompt Engineer (Contract)   **January 2025 – May 2025**
Outlier
- o   Created and evaluated prompts targeting code generation, test generation, test reasoning, solution reasoning, code refactoring using Python, C++, and C#.
- o   Assessed LLM outputs based on instruction following, truthfulness, localization, writing style, and verbosity as part of a RLHF pipeline.
- o   Conducted peer reviews to ensure quality and guideline consistency (April - May 2025).

OTHER ACTIVITIES

Media Production Team Member (Volunteer)   **January 2024 – August 2025**
Vancouver Dream Church
- o   Captured and organized event photos and videos on the church server.
- o   Produced promotional videos using Adobe Premiere Pro to boost community engagement and increase event attendance.

Cook   **September 2022 – May 2023**
Togo Sushi
- o   Prepared ingredients and cooked meals efficiently to optimize kitchen workflow.
- o   Collaborated with team members to coordinate tasks and maintain a smooth operation during peak hours.

Server   **May2022 – August 2022**
Sushi Oyama
- o   Delivered high-quality customer service and resolved order-related issues in a fast-paced environment.
- o   Handled and coordinated delivery orders across multiple platforms with attention to detail and accuracy.