

HENRY CHUNG

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SUMMARY

A Computing Science diploma program student at Douglas College with a focus on game development. Designed and developed engaging video games using programming languages like C# and industry-standard game engines such as Unity and Unreal Engine. Created immersive game mechanics, intuitive user interfaces, and robust game logic to enhance the player experience. Currently completing the final semester in Fall 2025.

SKILLS

Operating Systems: MacOS, Windows

Development Environments: Visual Studio Code, Visual Studio, Jupiter

Programming Languages: C, C++, C#, Python, JavaScript, TypeScript, PHP

Libraries & Frameworks: Express, NextJs, Django, React, SDL, R3F, Tailwind CSS, Socket.io

Databases: MongoDB, SQLite, MySQL

Software & Tools: Unity, Unreal Engine, Git, Figma, Amazon Web Service, Premiere Pro

Soft Skills: Problem Solving, Time Management, Debugging, Programming, Code Review

EDUCATION

Diploma: Computing Science

December 2025

Douglas College – New Westminster, BC

- **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

Browser-Based Game Portal

Ongoing

Personal Project

- Developed a mobile-friendly web portal using Next.js, hosted on Vercel, to showcase self-developed mini games.
- Built and exported multiple games with Unity WebGL, optimized primarily for mobile browsers.
- Enabled installation-free gameplay directly on mobile devices through WebGL integration and responsive design.

Speech Bubble Platformer Game

January 2025

Vancouver Global Game Jam

- 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.
- Focused on implementing player movement using Unity and C#.
- Collaborated 6 teammates, utilizing Github for version control and agile development.

VR Shooter Game

October 2024

School Project

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

Auction Website

August 2024

School Team Project

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

WORK EXPERIENCE

Prompt Engineer (Contract)

January 2025 – May 2025

Outlier

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

OTHER ACTIVITIES

Media Production Team Member (Volunteer)

January 2024 – present

Vancouver Dream Church

- Captured and organized event photos and videos on the church server.
- Produced promotional videos using Adobe Premiere Pro to boost community engagement and increase event attendance.

Cook

September 2022 – May 2023

Togo Sushi

- Prepared ingredients and cooked meals efficiently to optimize kitchen workflow.
- Collaborated with team members to coordinate tasks and maintain a smooth operation during peak hours.

Server

May 2022 – August 2022

Sushi Oyama

- Delivered high-quality customer service and resolved order-related issues in a fast-paced environment.
- Handled and coordinated delivery orders across multiple platforms with attention to detail and accuracy.