

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. Primarily focused on web development using a core stack of TypeScript, Next.js, Tailwind CSS, and Supabase. Also proficient in C# with Unity and Unreal Engine for interactive application development. Skilled in building intuitive user interfaces, delivering engaging user experiences, and implementing robust backend logic.

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, Tanstack Query

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

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

- Developing a multi-organization CRM web app using Next.js and Supabase.
- Provides customer management, activity logging, and progress analytics for organization-specific workflows.
- Optimized frontend-backend interactions for responsive and scalable user experience.
- Reduced redundant API calls and improved data-fetch efficiency by integrating Tanstack Query for client-side caching and request deduplication.

Texas Hold'em Poker

December 2025

School Team Project

- Led a team project using Unity, assigning tasks, coordinating workflow with Github, and mentoring team members on Unity best practices and next steps.
- Implemented core game systems, including game flow management, player turn validation, and deck / betting logic, while performing major refactoring to improve code quality.
- Enhanced user experience by building UI elements, interactive animations, and auditory feedback.

Speech Bubble Platformer Game	January 2025
Vancouver Global Game Jam	
<ul style="list-style-type: none"> ○ 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 Individual Project	
<ul style="list-style-type: none"> ○ 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	
<ul style="list-style-type: none"> ○ 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	
<ul style="list-style-type: none"> ○ 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 – August 2025
Vancouver Dream Church	
<ul style="list-style-type: none"> ○ 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	
<ul style="list-style-type: none"> ○ 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	
<ul style="list-style-type: none"> ○ 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. 	