

# HYUNGYU CHUNG (HENRY)

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## 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

- 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

- 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 – August 2025

#### 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.