HyangSu Shin

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Summary of Skills

- Built game with C++, Phaser, and Unity game engines
- Built digital portfolio with HTML, CSS, and Java
- Design modified with blender and gimp
- Scheduling ability for the tasks demonstrated by GPA of 4.0
- Meticulous worker with excellent attention to detail

Education

Game Programming Diploma | St. Lawrence College | Cornwall, ON   Expected May 2023

Mechanical System Design Engineering | SeoulTech | Seoul, Korea   2015

Work Experience

Crew member | *Tim Hortons* | Cornwall, ON   2022

- Provided support as quickly as possible to other team members to maintain a fast pace
- Assisted customers daily, greeting them, and providing information on procedures

Mechanical Designer | *Doolim Yaskawa* | Anyang, Korea   2018-2021

- Designed the entire factory layout based on robot movement and paint flow with AutoCAD
- Verified the safety of the structure using simulation with SOLIDWORKS
- Established and maintained part number management system for quality assurance

Production Management Intern | *Electro-Tech Services, Inc* | TX, USA   2016-2017

- Utilized communication and collaboration skills to meet daily production levels
- Recommended swapping completely failed boards with new ones to maintain production
- Recorded inventory using excel for part purchase request

Mechanical Engineer Intern | *Honeywell* |Seoul, Korea   2015-2016

- Managed the development process, including approval, ordering, sampling, and verification
- Prepared design documents for patent applications by verifying existing patent data
- Negotiated with partner companies for gas detector development

Cashier | *Hyundai Department Store* | Seoul, Korea   2013-2015

- Processed customer transactions and maintained cash register
- Assisted with maintaining grocery stock
- Provided exceptional customer service