HyangSu Shin

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Summary of Qualifications

- Experience with programming languages, including C++, C#, Python, HTML, CSS, and JavaScript.
- Experience with Unity, and Phaser.
- Experience with graphics and networking.
- Excellent problem-solving and math skills.
- Knowledge of software concepts of data structures, object-oriented programming, and design patterns.

Education

Game Programming Diploma | St. Lawrence College | Cornwall, ON   In Progress
Projected graduation in April 2023; cumulative GPA 4.0

Mechanical System Design Engineering | SeoulTech | Seoul, Korea   2015

Projects

- **Color Jumper -** Collaborated with a team of 5 to create a 2D platformer game using Unity; Programmed the boss AI, saving system, and game UI (Menu, Pause, HUD, Level Map). Used GitHub, JIRA, CONFLUENCE, and Jenkins.
- **Super Soy Boy -** Created a 2D platformer game using Unity; Created level design and Saving system; Programmed the movement of player and obstacles, and the game UI.
- **Robot Rampage** - Created a 3D FPS game using Unity; Programmed the player, robots (enemy AI), Collectables and game UI.
- **Bobblehead War -** Created a 3D Shooting game using Unity; Programmed the player, spiders (enemy AI), and victory event (elevator operation).
- **Password Generator -** Created a password generator that requires the user to take a quiz using C++ (GUI); Programmed to generate a password after the user inputs the number of letters, numbers, and symbols and takes a quiz.
- **Jumping up Game -** Created a 2D platform game using Phaser; Programmed player and platform motions, speed of game, game UI (score, menu, pause)
- **Frogger Game** - Created a 2D arcade action game using C++ (SDL); Programmed Main Menu, Game, Option and Method Scene

Work Experience

Crew member | *Tim Hortons* | Cornwall, ON   2022-Present
- 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.