

Jiwoo Jung

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Education

University of Toronto B.S in Math and Physical Sciences Expected June 2024

International Baccalaureate Diploma, Port Moody Secondary School 2016 - 2020

Relevant Coursework

Calculus with Proofs, Linear Algebra I/II, Statistical Reasoning and Data Science, Computer Programming, Introduction to Computer Science, Mathematical Expression and Reasoning for Computer Science

Extracurricular

Game Design and Development Club (UTGDDC)

September 2020 – Current

Member

- Utilized C#, Unity and various software platforms to develop games RPG games
- Hosted club game developing competitions for U of T community
- Collaborated with other members to construct and implement game interfaces

Science Competition Club

September 2018 – June 2020

President

- Engineered multiple pre-builds for science competitions
- Lead the Senior and Junior teams to provincial science competitions (Kwantlen Science Competition, UBC Physics Olympics)
- Hosted various science festivals at school

Basketball

September 2016 – June 2020

Team Captain

- Led team players through practices and tournaments
- Coached teams from younger divisions

International Belonging Club

September 2016– June 2020

Cofounder/Executive

- Guided international students in their adjusting to local communities through hosting various cultural events and mentoring / buddy sessions

Jazz Band

September 2016– June 2018

Saxophone Player

- Played in regional concerts and hosted multiple fundraising concerts

Work Experience

Tri-City Youth Basketball Association (TCYBA)

September 2017– September 2019

Referee

- Responsible for the safety and fun for all players, coaches, and parents

- Collaborate with different referee partners every week

Netlink Computer Inc. (NCIX)

Summer 2017

Assistant

- Ordered products from sellers to mail to customers through company's system
- Aided customers within the store

Technical Skill

Knowledgeable in C++, C#, Unity, Python

Software Platform: Git, Visual Studio

Personal Project

Game

September 2020 - Current

Hook Game – Unity/C#

- RPG grapple game
- Complex movement mechanics
- Different obstacles, enemies, bosses, and levels

Game

September 2020 - Current

Lo-fi Maker – Unity/C#

- Chill beat making game
- Customize own music
- Cool digital designs

Planner

October 2020 - Current

Planner – JavaScript, HTML, CSS

- Tool to organize events