

# Jiwoo Jung

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## Education

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University of Toronto B.S in Math and Physical Sciences Expected June 2024  
International Baccalaureate Diploma, Port Moody Secondary School 2016 - 2020

## Relevant Coursework

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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

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### 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*

- Leaded 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

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### 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

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

**Software Platform:** Git, Visual Studio

## Personal Project

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### 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