# Joyce Kang

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## WORK EXPERIENCE

***Software Engineer,* GungHo Online Entertainment America** | *Nov 2023 - Present*

- Iterated and implemented gameplay systems and features for unannounced project in Unreal Engine 5.
- Designed and wrote several story-driven prototype levels to showcase experimental gameplay features that were presented to the CEO.
- Collaborated directly with engineers, designers, artists, and animators.
- Actively participated in the testing, optimization, and documentation of the codebase.

***Student Web Developer,* UCLA Strategic Communications** | *Oct 2020 - Jun 2022*

- Maintained 25 UCLA websites written in PHP, built on Laravel framework, and deployed with Docker and AWS.
- Worked with 7 other developers to update websites in weekly sprints. Actively communicated with Product Managers to ensure updates were on time and addressed adjustments when needed.
- Practiced professional Agile workflow using Jira suite, focused on testing, deployment, operations and maintenance through the use of QA work and pull requests.

## PROJECTS

***Bearly Fitting*** (C#, Unity) | *Jan 2023*

- Designed and developed a complete game under 72 hours for Ludum Dare Game Jam.
- Collaborated with a team of four people, including a UI/UX designer and an artist.
- Implemented character controls, gameplay mechanics, and audio.
- Placed 77th out of 1000+ entries.

***Snake: Origin*** (WebGL, Javascript, tiny-graphics-js library) | *May 2022 - Jun 2022*

- Designed and developed a 3D Snake-inspired video game with two other developers.
- Programmed physics-based animations using mass-spring-damper and Symplectic Euler integration algorithms.
- Implemented chain-particle system to simulate realistic sinusoidal snake movement.
- Developed circle-circle collision detection and other gameplay mechanic features.

***Cooking Daddy*** (WebGL, Javascript, tiny-graphics-js library) | *Nov 2020 - Dec 2020*

- Designed and created an interactive cooking scene/minigame with two other developers.
- Implemented mouse-picking and mouse-dragging with raycasting and ray-box/ray-plane collision detections.

## SKILLS

**Languages:** C++, C#, Java, Python, JavaScript, HTML, CSS, PHP, MySQL/SQL, Lisp
**Experience with** Unreal Engine, Unity, Git, Unix/Linux, TCP/IP, WebGL, Wordpress, MAMP, Jira Workflow, Docker, AWS
**Hobbies:** Video Editing, Bass Guitar, Game Jams

## EDUCATION

**University of California, Los Angeles (UCLA)** | *Sep 2018 - Jun 2022*
*B.S. Computer Science*

*Relevant Courses:* Data Structures, Algorithms, Operating Systems, Linear Algebra, Computer Graphics, Fundamentals of AI, Computer Animation, Gaming Experiments, Databases