

YOUNGJE (YJ) PARK

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EDUCATION

University of Southern California | Class of 2028

- B.S. in Computer Science (Games)
- GPA 3.77, Viterbi Dean's List
- Relevant Coursework: Linear Algebra, Game Design, C++ Programming, and Data Structures

PROJECTS

Overdawn Studio

Multiplayer Systems Engineer

(Nov 2025 - Present)

- Architected a full-stack ecosystem for [Thang](#) by integrating a UE5 client with a RESTful backend (Next.js, Node.js) and NoSQL (MongoDB); managed secure identity via Firebase Auth and Vercel deployment.
- Engineered 5+ core systems, including a Server-Side Rewind (SSR) algorithm for latency compensation, friends and party system, and Matchmaking and dedicated server hosting via AWS GameLift.

Game Director and Lead Engineer

(May 2024 - Present)

- Founded and led a team of 30+, directing the development of the award-winning title [Overdawn](#)
- Led design and implementation of 60+ gameplay systems, delivering 90% of all core features.
- Finalist—*Best Student Game*, [GDWC](#) 2025 (1 of 15 finalists from ~2,500 entries); Runner-up—[SAGE](#) Design category; Bronze - [Tencent GWB 2025](#) Student category; Featured at [USC Games Expo 2025](#).

USC Games

Gameplay Engineer

(May 2025 - Present)

- Engineered Move Move Melon! with a 40+ member AGP team, delivering robust gameplay features.
- Shipped key features: developing 4+ designer-friendly custom tools, building a custom UI system, and resolving memory leaks to enhance stability and performance.

QA Engineer

(Jan 2025 - May 2025)

- Conducted playtesting for [Potion Problems](#), a multiplayer game built with UE5, with 50+ staff.
- Diagnosed, reproduced, and triaged gameplay, UX, and networking issues; authored reproducible 25+ bug reports with severity levels, reproduction steps, and suggested fixes to accelerate remediation.

Dawngeon

Solo Developer

(Sep 2021 - Feb 2022)

- Designed, developed, and launched [Dawngeon](#), crafting every aspect of the game using Unity and C#
- Achieved over 130K downloads globally, 21M impressions, a 4.6 user rating (US), and ranked 130th on the App Store Adventure Chart in March 2022.

ORGANIZATIONS

Open Alpha

Gameplay Programmer and Mentor

(Jan 2025 - May 2025)

- Executed engineering of OpenAlpha's newest title, [Open Your Browser](#)
- Mentored 10 programmers by teaching Unity game programming and sharing optimization techniques

USC Games Publishing Association

Publishing Director

(Aug 2024 - Present)

- Publish and market [ShedSkinBleed](#) Ink on Steam and Epic Game Store.
- Mentor and oversee the publishing of USC's MFA project [Mantle](#) on Steam and Epic Games Store.

SKILLS

Languages: C++, C#, TypeScript, JavaScript, HTML/CSS.

Engines & Tools: Unreal Engine 5 (C++, Blueprints), Unity, Perforce, Git/GitHub.

Software & Systems: Distributed Systems, REST APIs, Next.js, React, Node.js, Vercel.

Cloud & Databases: AWS (GameLift), Firebase Auth, MongoDB, NoSQL Schema Design.