Homan Qiu

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EDUCATION

California State University, Fullerton   **Expected Graduation: 2028**
Bachelor of Science in Computer Science
Relevant Coursework: Foundations of Programming | Calculus |

TECHNICAL SKILLS

Languages: Python | HTML | CSS | C# | C++ | C | Lua | Luau | Bash | Rust
Developer Tools: Visual Studio 2022/Code | Github | Google Colab | Pandas | Numpy | Vim | Unity |

PROFESSIONAL EXPERIENCE

Best Buy   **August 2024 - January 2025**
Sales Advisor   Fullerton , CA
- Understood various models of different computer hardware.
- Developed better communications with Co-Workers and better accountability.

PROJECTS

Online Steam Game Developer ([United Roguelike Arcade Game](#))
| Unity, C#, Steam APK, HLSL| **August 2023 - Present**
- Programmed a **modular** Upgrade system that allows for easy implementations.
- Developed many skills in programming and game design.
- Listened to feedback and created implementations based on those feedbacks.
- Created a Save system with JSON formatter.

Game Jammer ([Itch.io](#))
| Unity, C#, HLSL | **April 2022 - August 2023**
- Worked with other members to understand and plan video games.
- Developed various skills in **time management** with participation in many game jams.
- **Calm various issues** involving other developers.
- Written **Custom shaders** for pixelation and improved overall game quality.

Full Stack Developer ([Hikari3](#))
| HTML, CSS, Vim, Github, MongoDB | **May 2023 - Present**
- Co-Founded an alternate Online Image Board.
- Created Intuitive and understandable **Mobile User Interface**.
- Studied different UI and UX designs from other imageboards.
- Created a theoretical Captcha system that works as a **WebGL game** that users could play.

UI kill-counter ([Elden-Ring Kill Counter](#))
| .Net framework, C#, Python, Visual Studio 2022, Github | **September 2024 - October 2024**
- Designed a **UI** counter for counting kills.
- **Leveraged PyAutoGUI** to detect death screens automatically and increment the kill count.
- Integrated **multiple programming languages (C# and Python)** to create a seamless and functional tool.

File Management Programs
| Bash, Rust, Window system| **August 2020- April 2022**
- Created different file management programs using Batch scripting language, and optimized workflow.
- Created various **UI tools, using Iced** for keeping track of gameplay

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LEADERSHIP EXPERIENCE

Club Leader, Chino Hills High School (Video Game Development Club)   **September 2022 - May 2024**
Club Treasurer   Chino Hills, CA
- Managed a 50+ person club, and their financial issues.
- Planned many trips to various game-related sites such as GDC.
- Taught many video game development **workshops**.
- **Individual tutoring** of various different students.

Interests: Video games, Graphics Programming, Arts, Guitar, Deepwoken, Linux Arch