

# Homan Qiu

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## EDUCATION

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### California State University, Fullerton

*Bachelor of Science in Computer Science*

Fullerton, California

August 2024 – May 2028

## EXPERIENCE

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### Volunteer Programmer

May 2023 – June 2025

*Hikari3.ch*

*Remote*

- Co-Founded an alternate Online Image Board.
- Used JavaScript to develop mobile features to enhance user experience
- Worked with various different programmers on diverse time-schedule

### Club Treasurer

September 2022 – May 2024

*Video Game Development Club*

*Chino Hills, CA*

- Managed a 50+ member club, overseeing day-to-day operations and financial matters.
- Led video game development workshops for members.
- Provided individual tutoring to students on game development topics.

### Sales Advisor

August 2024 – January 2025

*Best Buy*

*Fullerton, CA*

- Understood various models of different computer hardware.
- Developed better communications with Co-Workers and better accountability.

## PROJECTS

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### Game Programmer

August 2022 – Present

| *Unity, C-Sharp, Steam API, HLSL* |

- Studied Steam API to understand backend integration for game distribution
- Programmed a modular upgrade system that allows for easy implementations
- Listened to player feedback and iteratively improved gameplay mechanics and features

### 3D Game Engine

May 2025 – Present

| *C++, OpenGL, GLSL* |

- Developed a custom 3D game engine in C++ using OpenGL for rendering and GLSL for shaders
- Implemented core engine features such as rendering pipelines, input handling, and window management

### AR-Companion

April 2025

| *C-Sharp, IOS, Open-GPT API* |

- Programmed AR companion to dynamically respond to commands
- Used Open-GPT API for natural language responses
- Ported mobile devices for immersive low-latency conversations

### Elden Ring Kill Counter Utility

September 2024 – October 2024

| *.NET Framework, C-Sharp, Python* |

- Designed a UI counter for tracking kills in Elden Ring.
- Utilized PyAutoGUI to automatically detect death screens and increment the kill count.
- Integrated C-Sharp and Python to create a seamless, cross-platform tool.

## TECHNICAL SKILLS

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**Languages:** C-Sharp, Rust, Python, Lua/Luau, C/C++, SQL, JavaScript, HTML/CSS

**Developer Tools:** Git, VS Code, Visual Studio, TensorFlow, IntelliJ, vim

**Libraries:** pandas, NumPy, Matplotlib

## INTEREST

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Video games, Graphics programming, Arts, Guitar, Deepwoken, Arch Linux, Esolangs