

Homan Qiu

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EDUCATION

California State University, Fullerton

Bachelor of Science in Computer Science

Fullerton, California

August 2024 – May 2028

EXPERIENCE

Volunteer Programmer

Hikari3.ch

May 2023 – June 2025

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

Video Game Development Club

September 2022 – May 2024

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

Best Buy

August 2024 – January 2025

Fullerton, CA

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

PROJECTS

Game Programmer

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

August 2022 – Present

- 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

AR-Companion

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

April 2025

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

File Manager

| *Bash, Rust, Iced* |

February 2025 – Present

- Created different file management programs, and optimized workflow.
- Created various UI tools, using Iced for keeping track of files

Elden Ring Kill Counter Utility

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

September 2024 – October 2024

- 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

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

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