HANEUL CHUN

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OBJECTIVE

I recently graduated from VFS, a one-year Game Programming diploma program with a solid foundation in C++, object-oriented design, and UI/UX development. I am eager to apply my programming skills to real-world software projects, including web and e-commerce applications. Quick learner with experience collaborating in teams and adapting to new technologies.

EDUCATION

Vancouver Film School   **2024-2025**

Courses include Programming for Games, Web, and Mobile Education

EXPERIENCE

Programmer | Team Project   **Nov/2024 - Feb/2025**

The Team project has 5 people working on a 2D Stealth game in unity for 4 months, 2 for planning, and 2 for production. This was my first time working on a team, so I learned how to work on a team and what to ask for.

Programmer | Final Project   **Mar/2025 - Aug/2025**

The Final project has 6 people working on a 3D Horror game in Unreal for 6 months, 2 for planning, and 4 for production. While programming this game I learned a lot about formatting code and got into the habit of properly organizing my code

SKILLS

- Problem-solving
- Time management
- Active listening
- finding problems
- Positive energy
- Working hard

ACTIVITIES

I oversaw UI/UX design in a 3-person Android app project using Android Studio, responsible for layout planning, user flow, and front-end implementation.