Hyunsoo Henry Park

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GITHUB *: https://github.com/RamGI55

Team-oriented Unreal Gameplay programmer has 1+ year of experience with c++, Unreal Engine who brings the successful delivery of gameplay system and framework through collaborative development environment and agile methodologies.

RELATED SKILLS

- Programming language and Game Engine: C, C++, CMake, OpenGL, Blueprint Visual Scripting, Unreal C++ and Unreal Engine 4.27 and 5.x
- Tool and Pipeline: Git version control, SVN, Notion and Jira
- Core Programming Knowledge: Data Structure, Algorithm, OOP, Design Pattern, and 3D Math
- 3D Asset/Scanning model process pipeline: LIDAR, Reality Capture, and Autodesk Recap

PROFESSIONAL EXPERIENCE

Project MF   Remote, South Korea
Unreal Gameplay Engineer   May 2025 - Current
- Developed core gameplay logic and gameplay ability system using C++ and blueprint that enable rapid designer iteration and establish scalable foundation for 6v6 multiplayer FPS.
- Restructured existing codebase with the modular approach of object oriented programming establishes a scalable foundation for multiplayer games which makes an easier approach to the further development.
- Documented frameworks and core systems using Notion facilitating code understanding across the team and enabling the smoother onboarding for new programmers.
- Collaborated in weekly standups and sprint planning using agile methodologies with In-house game designers and artists, maintaining the code quality and ensuring technical milestone delivery every week.

Stouffville Glass Inc.   Uxbridge, Ontario, Canada
Junior Drafter   Aug 2023 - Sept 2024
- Collaborating with the field team to process scanning data and provide technical solutions reduces the dimensional errors by 25% while 3D asset production pipeline skills applicable to game development.
- Created detailed technical documentation with 3D BIM tools improves the fabrication team efficiency and reduces the project revision cycles by 15%.

PROJECT HIGHLIGHTS

PROJECT MF   May 2025 - Current
Unreal Engine 5.5 | Git | Unreal C++ | Blueprint Visual Scripting
- A Fan-Made hyper hero FPS game project, inspired by Blue Archive, popular mobile games in global reputation, serving as Unreal gameplay engineer on a 30+ person indie team showcase at a fan convention in Wuhan, China.

Personal Engine Project   Aug 2025 - Current
OpenGL | C++ | CMake | Git
- Developing a fundamental rendering pipeline using OpenGL and 3D math knowledge to deepen understanding of graphics pipeline fundamentals that enhance game programming and C++ skills.
- Fully self-directed learning project to understand underlying graphics architecture, bridging the gap between engine abstraction and low-level programming.

ENDLESS SPIRE   Feb 2025 - Mar 2025
Unreal Engine 5.4 | SVN | Unreal C++
- Designed procedural dungeon generation system with configurable parameters and enemy AI for multiplayer ARPG, collaborating with a 5-programmer team to create infinite level variations and maximised replayability.

EDUCATION

Unreal Engine Programming Bootcamp   Seoul, South Korea | Nov 2024 - July 2025
Architectural Technology Advanced Diploma | George Brown College   Toronto, Ontario, Canada|Graduated Apr 2023