**SKILLS**

**EDUCATION**

**Technical**

* C++, C#, C
* Microsoft Suite
* MATLAB
* Unity
* Git
* English – Native
* Korean – Native

**Production & Project Management**

* Agile Methodology
* Waterfall Methodology
* Jira, Trello
* Confluence
* Sprint Reviews
* Postmortems

**University of Michigan** April 2022, Ann Arbor, MI

* Bachelor of Science in Engineering – Computer Science
  + ENGR 101 – Intro to Computers and Programming
  + EECS 280 – Programming & Intro Data Structures
  + EECS 203 – Discrete Math
  + EECS 281 – Data Structures and Algorithms
  + EECS 370 – Introduction to Computer Organization

**RECENT GAMES**

**Dreamwillow – 30 Developers**

Programmer, Designer – WolverineSoft Studio, Student Organization

* Designed structure of shop system, programmed and implemented the code, and iterated upon it as other designers gave feedback

**Saved In The Edit – 4 Developers**

Programmer, Lead Designer – 2020 Global Game Jam

* Designed and implemented data structures and timeline-based event system as the core mechanic of the game
* Designed the 3 levels, each using the 3 unique mechanics that had been developed in tandem., and challenging the players

**EXPERIENCE**

**WolverineSoft Studio** September 2019 – April 2020, Ann Arbor, MI

Programmer

* Worked on the game Dreamwillow for a semester as a programmer, designing, writing, and implementing the code

for the game’s shop system in Unity.

* Aided younger studio members in learning C# and Unity
* Current Studio Labs Lead/Producer for Project Blue
* Designed ScriptableObjects and custom editors for designers to implement boss attacks without coding for Project Blue

**Network Visualization Project Team** February 2020 – April 2020, Ann Arbor, MI

Programmer

* Working on visualization of social networks in Unity3D as a force-directed graph, designing data structures for nodes, and algorithms for representation of social network posts
* Used data generated by the Givitas social network platform to generate and iterate upon the visualization algorithms using Agile methodologies

**Boosam Private Learning Academy, Jeju Campus** May 2019 – August 2019, Jeju, South Korea

Instructor

* Taught English Reading and Comprehension to approximately 150 high school students of varying age.
* Developed large amounts of academic material for use in class and homework for all 3 years of high school students.
* Acted as Adjunct Instructor for Advanced English Classes.

**Jeju Industrial Testing and Research Center** January 2017**,** Jeju, South Korea

Internship

* Learned the process of stress testing industrial materials, and took part in industrial material testing.

**ACTIVITIES**

* WolverineSoft – Technical Lead
  + Created tutorials for inexperienced to gain experience in the basics of Unity
  + Held talks on advanced aspects of Unity and game design
* 8 Game Jams
  + Made small scale games in small project teams for each game jam, in 48 hour periods
  + Hosted Global Game Jam site as officer of WolverineSoft
* Casual Gaming Club – Event Organizer
  + Plan and host events so students can de-stress and relax after exams and projects

**OBJECTIVE**

Seeking an internship as a Game Designer or Programmer