Chaewan Woo

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Github: github.com/Woo95 | Portfolios: woo95.github.io/Devhub

Education

George Brown College — Toronto, ON
Ontario College Advanced Diploma: Game Programming — *Sep. 2021 – May. 2024*
- Consistently on the Dean's List every semester.
- Graduated with Honors, earning 3.98/4.0 GPA.
- Relevant Coursework: Data Structures & Algorithms, Artificial Intelligence, Game Physics, Game Engines, 3D Graphics & Rendering, Multiplayer Systems, Mobile & Console Development.

University of Toronto — Toronto, ON
Bachelor of Science: Computer Science, Mathematics & Statistics — *Sep. 2017 – April. 2019, Sep. 2013 – April. 2015*
- Pursued formal game programming education in my fourth year through a college program.
- Relevant Coursework: Computer Programming, Calculus, Linear Algebra, Probability & Statistics.

Niagara Christian Community of Schools — Fort Erie, ON
- Recognized on the Honour Roll every year from Grade 9 to Grade 12. — *Sep. 2009 – April. 2013*

Bayview Middle School — Toronto, ON
- Transferred to Canadian middle school after completing Grade 7 in South Korea. — *Sep. 2008 – April. 2009*

Skills

Programming Languages: C, C++, C#, Python
Game Engines: Unreal, Unity
Graphics API: SDL2, OpenGL, DirectX
Tools & Version Control: Git, Github Desktop, Perforce
Languages: English, Korean

Projects | https://woo95.github.io/Devhub/

George Brown College | *Unreal, Unity, C++, C#, SDL2, OpenGL, DirectX, Swift* — *Sep. 2021 – May. 2024*
- Developed multiple 2D and 3D games across various genres using Unreal and Unity engines.
- Conducted exploratory projects using SDL2, OpenGL, and DirectX to gain hands-on familiarity with graphics libraries and platform-specific programming.
- Mentored and tutored junior students in the Game Programming program upon faculty recommendation.
- Served as programming lead in team-based projects with game art and design students; all productions received A++ evaluations.

Self-Made Game Framework | *SDL2, C++* — *Sep. 2024 – April. 2025*
- Built a custom 2D game framework in C++ using SDL2.
- Designed hierarchical Scene-Layer-Object-Component architecture and core systems (input, audio, UI, etc.).
- Implemented collision and physics systems with quadtree, memory pooling, and profile-based optimization.

Italian Brainrot Survivor | *SDL2, C++* — *June. 2025 – Present*
- Developing a fast-paced, real-time action game inspired by Vampire Survivors.
- Designed enemy waves, player abilities, and progression systems designed for high replayability.
- Built entirely using a self-made C++/SDL2 game framework.

Competitive Gaming Achievements

*Recognized and **invited by multiple pro teams** in Apex Legends, I bring practical balancing instincts, deep mechanical insight, and a developer's perspective on strategic systems and gameplay structure.*

- Apex Legends: **Top1** (KR region) / **Top31** (Global region)
- Overwatch 1: **Top200** (NA region)
- PUBG: **Top50** (NA Region)
- CS:GO: **Global Elite** (Highest tier)
- Propnight: **Master 1** (Highest tier)