Chaewan Woo

Game Programmer

Over 3+ years in game development, specializing in Unity and Unreal Engine, I leverage WinAPI for low-level programming expertise, deepening my understanding of fundamental game development.

Work History

2021-09 - 2024-04

Unreal and Unity Game Developer

George Brown College

- **Unreal & Unity Expertise:** Demonstrating skills in a variety of 2D and 3D game genres.
- **Effective Collaboration:** Collaborated effectively with designers and artists for project success.
- **Innovative Project Development:** Consistently exceeded project requirements with innovative features, prioritizing quality and creativity.
- **Technical Excellence:** Excelled in Unity, Unreal, and WinAPI, leveraging the latter for low-level programming insights and project enhancements.
- **Problem-Solving and Gameplay Implementation:** Proven in implementing and optimizing diverse features for game projects.
- **Quality-Focused Development:** Maintained a commitment to quality, ensuring projects consistently exceeded expectations.

Education

Bachelor of Science: Computer Science, Mathematics & Statistics

University of Toronto - Toronto, ON

- Shifted to game programming in my fourth year, pursuing formal education in a college program.

Advanced Diploma: Game - Programming

George Brown College - Toronto, ON

- Graduated with 3.98 GPA

Competitive Gaming Achievements

- Apex Legends: **Top1** (KR Region)
- Apex Legends: **Top31** (Global Region)
- Overwatch: **Top200** (NA region)
- PUBG: **Top50** (NA region)
- CS:GO: **Global Elite**

*Recognized and **invited by multiple pro teams** in Apex Legends, I bring strategic contributions and a strong grasp of game mechanics to various genres.*

Contact

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Links

- **Github**
- **Portfolio**

Technical Profile

- C++
- C#
- Unreal
- Unity
- SDL
- WinAPI
- OpenGL
- DirectX
- Network
- English
- Korean