

Chaewan Woo

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

SKILLS

C, C++, C#, Python | SDL2 | Unity, Unreal Engine | Git, Github Desktop, Perforce | English, Korean

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, Game 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,

- Pursued formal game programming education in my fourth year through a college program. *Sep. 2013 – April. 2015*
- Relevant Coursework: Computer Programming, Calculus, Linear Algebra, Probability & Statistics.

Niagara Christian Community of Schools

Fort Erie, ON

- Recognized on the Honor 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

PROJECTS | <https://woo95.github.io/Devhub/>

Italian Brainrot Survivor | SDL2, C++

June. 2025 – Oct. 2025

- Developed a fast-paced, real-time action game inspired by Vampire Survivors.
- Designed enemy waves, player abilities & progression, and an infinite map scrolling system for high replayability.
- Built entire game using a self-made game framework, with data managed through csv files.

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.

George Brown College | C++, C#, SDL2, Unity, Unreal, 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.

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:** Top 1 (KR region) / Top 31 (Global region)
- **Overwatch 1:** Top 200 (NA region)
- **PUBG:** Top 50 (NA Region)
- **CS:GO:** Global Elite (Highest tier)
- **Pronight:** Master 1 (Highest tier)