

# Cover Letter

At my parents' suggestion, I decided to study abroad in Canada after completing the first semester of Grade 7 in Korea, seeking broader perspectives and diverse experiences. I adapted quickly to the new environment and completed middle school at Bayview Middle School. Subsequently, I enrolled at Niagara Christian Community of Schools, where I completed my entire high school education. From Grade 9 through Grade 12, I was recognized as an Honour Roll student every year. During this time, I also served as a dormitory student proctor, supporting the community by maintaining order and helping junior students adjust, which taught me responsibility and leadership. Based on these experiences, I was accepted to the University of Toronto, majoring in Computer Science, Mathematics, and Statistics.

I have enjoyed playing games since I was young and was relatively good at them, but they remained just a hobby. While attending the University of Toronto, Overwatch became a global hit, and I decided to join the Overwatch student club, taking on the role of strategic leader. Not long after I started playing seriously, I reached the top 200 in the North American server. On the following year, our club team placed 2nd among approximately 500 teams in North America in the Tespa Collegiate Series: Overwatch 2016 tournament hosted by Blizzard Entertainment, with a total prize pool of \$102,000 USD. This period marked the point where my interest in games began to grow beyond a casual hobby.

After returning to Korea for my mandatory military service, my draft date was postponed due to the outbreak of the COVID-19 pandemic, and outdoor activities were heavily restricted, leading to a frustrating period. While waiting to begin my service, I decided to make meaningful use of this time by applying my experience as a strategic leader in my university gaming club and resolved to try working as a game coach or strategy analyst, which allowed me to engage with gaming more deeply than just as a hobby. During this period, I played Apex Legends and achieved 1st place on the Korean server and ranked 31st worldwide. I also collaborated with coaches from Japanese professional teams SCARZ and FENNEL as a strategy analyst. Through these activities, I received offers from several professional teams; however, knowing that the career span of a professional gamer is short, and having repeatedly pondered the question of "what systems or mechanics could be added to make the game better?" whenever I encountered a new game, I gradually developed a desire to be more involved in game development beyond simply playing.

To realize this passion, I enrolled in the Game Programming program at George Brown College and resumed my academic journey in earnest. Beyond completing the minimum requirements for regular classes, I paid particular attention to implementation quality and structural design, continuously building my development capabilities. I was named to the Dean's Honour List every semester and graduated with honours with a GPA of 3.98 out of 4.0. During my studies, I was selected by a professor to mentor and tutor junior students, which helped me further develop my communication and collaboration skills.

Throughout my coursework, I developed games of various genres using the Unity engine and also explored Unreal Engine to broaden my understanding of commercial game engines and workflows. I also gained experience with low-level graphics APIs such as SDL2, OpenGL, and DirectX through basic rendering implementations.

After graduating from George Brown College, I became fascinated by C++'s management, performance control, and low-level programming, which led me to design and develop a 2D game framework based on SDL2. This framework was built from scratch, not copied from open-source code, and reflected careful consideration of game architecture, appropriate data structures, and modular system design. I implemented core features including a hierarchical Scene-Layer-Object-Component architecture, a modular UI widget system, and collision and physics systems optimized with quadtree, memory pooling, and profile-based methods, along with various other game systems. Through this project, I gained hands-on experience in architecture design, debugging, and performance optimization.

I believe that games are a powerful medium that connects the world beyond borders and language. With a deep passion for games, fluency in both Korean and English, and proven technical skills, I am confident that I can contribute meaningfully in a global development environment. As a member of your team, I hope to create meaningful games with responsibility and enthusiasm.

You can find my regularly updated projects and technical experience at the following site.  
<https://woo95.github.io/Devhub/>

I look forward to the opportunity to contribute as a member of your company.  
Thank you.

Sincerely,

Chaewan Woo