

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,

- 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 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)
- Prognight: **Master 1** (Highest tier)