# **Chaewan Woo**

# Contact: (+82) 10.8624.3133 | Email: [chaewan2002@naver.com](mailto:chaewan2002@naver.com) | LinkedIn: [linkedin.com/in/chaewan-woo](https://www.linkedin.com/in/chaewan-woo/)

# Github: [github.com/Woo95](https://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 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*

# Skills

**Programming Languages**: C, C++, C#, Python

**Game Engines**: Unity, Unreal

**Graphics API**: SDL2

**Tools & Version Control**: Git, Github Desktop, Perforce

**Languages**: English, Korean

# Projects | <https://woo95.github.io/Devhub/>

**Italian Brainrot Survivor** | *SDL2, C++**June. 2025 – Sep. 2025*

* 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.

**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)
* Propnight: **Master 1** (Highest tier)