YEHAN SUH

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STRENGTH

- 4+ years of experience with C++ in data structures, algorithms, and problem solving
- 2+ years of experience with HTML, CSS, and JavaScript in app development and website making
- Teamwork experience in game development, application programming, and team scrum meetings
- Strong achievement in math/science, broad interests in the arts, history, and airplane infrastructure/technology

EDUCATION

Seattle Pacific University, Seattle, WA | September 2021 – June 2025

Major: Bachelor of Science, Computer Science

- o Dean's list Autumn 2021, Winter 2023, Spring 2023
- o GPA: 3.34/4.00

CORE COMPETENCIES

- Coding (C++, JavaScript, CSS, Unity)
- Collaborative Worker
- Proficiency in MS Office

Responsibility/Patience

- Stock Database Management
- Mentor-Mentee Dynamics

WORK EXPERIENCE

SEATTLE PACIFIC UNIVERSITY | SEATTLE, WA | NOV 2023 - PRESENT

Warehouse Assistant

- Conducted item searches and order processing paperwork through online data management for work requests and items in stock.
- Trained under a mentor-mentee relationship with the warehouse manager to better understand work processes.
- Curated and organized weekly supply lists to designated school buildings from end-to-end completion to delivery.
- Collaborated with school technicians in various specializations to fulfill requests needed for school departments.
- Discovered the board markers have been purchased at 2.6 times higher cost, switched to the vendor with a lower price.

PROJECT EXPERIENCE

"BEAST MODE" - MOBILE WORKOUT TRACKER APP

Spring 2023

- Created a workout tracker that functions on Android using JavaScript, CSS, and HTML.
- The app saves the user's custom plan and provides a checklist to prompt the execution of the plan.

Role: Developer

- Connected the application to the database using SQL.
- Designed and planned the frame of the app according to the needs of the user.
- Managed the 'BEAST MODE' app project, ensuring the achievement of KPIs and timely completion within the deadline.

"BEAT UP CANCER" – 2D PLATFORMER ACTION GAME

September 2024 – June 2025

- Created a pixel-based action game in the Unity environment.
- The game has 3 characters, an enemy boss, cancer cells, skills, and power-up items in 3 different maps.

Role: Artist / Developer

- Drew and designed the playable characters and enemy cancer cells
- Programmed the game components in Unity environments
- Worked as a team with a weekly sprint and Zira leaderboard

ADDITIONAL CREDENTIALS

**MongoDB C# Associate Developer Certification **Korean National Certification License in Word, Excel, PowerPoint **Outlook / Google Docs / Google Sheets / Google Drive / Google Calendar / Google Plus / Teams/ To-Do **Volunteerism* **Audio/Visual Team Member - Community Church of Seattle **Sunday School Day Care Assistant - Community Church of Seattle