

**Name:** Youngjin Kang

**Portfolio:** <https://thingspool.net>

**LinkedIn:** <https://www.linkedin.com/in/youngjin-kang-55321882>

**Email:** architsch@gmail.com

**Current Location:** South Korea

## Writings

**Morsels of Thought** <https://thingspool.net/morsels/list.html>

**Concepts of a Plan** <https://thingspool.net/concepts-of-plan/list.html>

**Sandwich Engineering** <https://thingspool.net/sandwich/list.html>

## Skills

**Unity Game Development** (Unity, C#)

**HTML5 Game Development** (Javascript, Typescript, Webpack, Pixi.js, Three.js, React.js)

**Graphics Programming** (WebGL, OpenGL, GLSL)

**Network Programming** (Node.js, Express.js, MongoDB, MySQL, Solidity, Web3.js, OpenAI API)

**General-Purpose Programming** (Java, MATLAB, C, C++, Ruby)

**Source Control** (GitHub, Perforce, Plastic SCM)

**Hardware Engineering** (Verilog, FPGA, LCDK, Digital Logic)

## Education

**University of Washington (Seattle, WA, United States)**

- B.S. in Electrical Engineering (Specialized in Digital Signal Processing)

**Bellevue High School (Bellevue, WA, United States)**

- AP Computer Science, AP Calculus, AP Biology

## Work

**2020.9 - Present: Software Developer (ThingsPool)**

- Have been developing experimental web applications and tools.

**2024.1 - 2024.5: Senior Unity Engineer (Branch Technologies, Inc)**

- Worked on a real-time MMO game as a generalist Unity engineer.

**2022.5 - 2023.7: Tools and Graphics Developer (Galactic Entertainment)**

- Developed a custom HTML5 game engine with Three.js, WebGL, and GLSL.

**2019.3 - 2022.1: Software Engineer (Valkyrie Entertainment, LLC)**

- Developed a Unity multiplayer game with .NET/MySQL.

**2017.7 - 2019.3: Software Engineer (Signal Studios, LLC)**

- Developed several Unity and HTML5 games with Node.js/MongoDB.

## Projects

**Castaways (Branch Technologies, Inc)** - A cross-platform MMO game with voxel-based sandbox mechanics.

**PlanetQuest (Galactic Entertainment)** - A Web3 game with real-time networking and procedural generation.

**GunsUp! Mobile (Valkyrie Entertainment, LLC)** - An asynchronous PvP/PvE multiplayer game (Android, iOS).

**Call of Guardians (Signal Studios, LLC)** - A synchronous PvP multiplayer battle game (Android, iOS).