

Name: Youngjin Kang

Portfolio: <https://thingspool.net>

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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

Game Development - Unity, Three.js, Pixi.js

Graphics - WebGL, OpenGL, GLSL

Web - HTML/CSS, React, Node.js, MongoDB, SQL

Programming - C#, Java, JavaScript, TypeScript, MATLAB, C, C++, Ruby, Solidity

Source Control - Git, Perforce, Plastic SCM

Hardware - Verilog, FPGA, LCDK, Digital Electronics

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.

2013.8 - 2015.8: Social Service Personnel (Daejeon Museum of Art)

- Managed art exhibitions.

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).