

Youngjin Kang

Portfolio: <https://thingspool.net> **Github:** <https://github.com/architsch>

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Email: architsch@gmail.com **Current Location:** South Korea

Objective

Work in the field of Software Engineering or Technical Design.

Skills

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

Graphics - WebGL, OpenGL, GLSL

Web - HTML/CSS, React, Node.js, Express.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

Work

Software Developer (ThingsPool) 2020.9 - Present

- Have been developing experimental web applications and tools.

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

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

Tools and Graphics Developer (Galactic Entertainment) 2022.5 - 2023.7

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

Software Engineer (Valkyrie Entertainment, LLC) 2019.3 - 2022.1

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

Software Engineer (Signal Studios, LLC) 2017.7 - 2019.3

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

Education

University of Washington (Seattle, WA, United States) 2011.9 - 2013.6, 2015.9 - 2017.6

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

Military Service

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

- Managed art exhibitions (Customer service, artwork installation, room security).

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).