

# Chanyu Choung

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| Education  | <b>City University of New York - Lehman College, New York</b><br>Computer Science, Bachelor of Science<br>Computer Graphics and Imaging, Bachelor of Science   | <i>Sept 2016 - Current</i><br>Hiatus (2018 - 2019)<br>Overall GPA 3.81 / 4.0  |
| Awards     | <b>Honors Award - Academic Excellence</b><br><b>Dean's List</b>  | <i>May 2018</i><br><i>Spring 2017 - Spring 2021</i>   |
| Skills     | React.js, Git, Node, LuaU, Python, Java, CSS, SQL<br>Cinema 4D, Blender, Photoshop, Illustrator, Final Cut Pro X   |   |
| Language   | Korean (Native), English (Fluent)  |   |
| Experience | <b>S&amp;J Games (Software Engineer)</b><br><br>- A small startup gaming company focuses on creating 2D Visual Novel games through an open source engine called Ren.py. Hired as a volunteer developer, I work with another developer on creating the game. I'm responsible for adding any specific features or events that the storywriter wants in the game.<br><br><b>Roblox Game Development - The Professionals (Software Engineer)</b><br><br>- I partnered with different groups through Discord and helped them make video games on Roblox. I was assigned to create an object and its script. Also worked on individual projects.<br>+ Showcase - Players can interact with the shop, buy clothes. They can explore around the map.<br>+ Obbies - Players have to overcome obstacles to move on to the next stage. It consists of many moving objects, unpredictable events, and NPCs. All the datas stored, so users can return and resume playing.<br><br><b>Hudson's Bay Company - Saks OFF 5th Tech Branch (Software Engineer)</b><br><br>- I was a part of a group with 2 other interns and 3 mentors to create an internal employee's website from scratch. I worked as a front-end developer. My job was to create specific components that I was assigned to.<br>+ HBC Project Manager - Only employees have access to the site, where they can upload, track and update their project status to the VP. It's used when our VP meets with other higher-ups from different branches.<br><br><b>CUNY 2x TECH - Tech Talent Pipeline (Software Engineer)</b> | <i>Nov 2021 - Current</i><br><br><i>May 2020 - June 2021</i><br><br><i>Jan 2020 - May 2020</i><br><br><i>Sep 2019 - Jan 2020</i>  |