Donggu Han

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EDUCATION

DigiPen Institute of Technology in KMU | Daegu, South Korea

B.S. in Computer Science | GPA: 3.56 / 4.5   **May 2025**

TECHNICAL SKILLS

Programming Languages: C, C++, Python, and Java
Tools: Visual Studio, Visual Code, Git
Interpersonal Skills: Respect for teammates, Challenge to problems, Conflict Resolution, and Teamwork & Collaboration

PROJECTS

Lost Light | Technical Lead   **November, 2023 - December, 2023**
2D Platformer, Puzzle, Shooting and Action game
- Developed codes that are combining and shooting color, all about player, all about enemies and bosses, etc
- **Collision** : Made collision codes for all objects

Delusion | Technical Lead   **March, 2024 - June, 2024**
Puzzle, QTE, Arcade, and Horror game
- Developed codes that are QTE events, time flow and limits, etc
- **Collision** : Made collision codes for all objects

Abraxas | Technical lead   **August 2024 - Present**
2D Platformer, Roguelike, and Action game
- Developed codes that are player's movement, skills, and swapping weapon, all about enemies and boss, etc
- **Collision** : Made many parts of collision codes for objects