

Eugene Han

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EDUCATION

University of California, Berkeley / Berkeley, CA / Class of 2025

Bachelor of Arts in Computer Science

- Relevant Coursework: Structure and Interpretation of Computer Programs, Data Structures, Discrete Math and Probability Theory, Machine Structures, Linear Algebra, 3D Modeling & Animation, 3D Modeling for Design

WORK EXPERIENCES

Virtual Reality Software Developer / Berkeley, CA / September 2022 - Present

Extended Reality @ Berkeley

- Developing a three-dimensional virtual reality game based on the Unity and C# frameworks.
- Consulting with team members to port it to Oculus Rift and publish the project to a digital distribution service platform.

Software Engineer Intern / San Francisco, CA / May 2022 - Present

Arkayde.io

- Developing HTML5 two-dimensional games based on the Javascript and Phaser 3 frameworks.
- Incorporating self-designed visual assets using Adobe Illustrator and Photoshop for aesthetics enhancement.
- Implementing a user interface enabling interaction with games and NFT artworks using React.js, HTML, and CSS.

NFT Developer / Berkeley, CA / February 2022 - Present

Korean-American Scientists and Engineers Association

- Coordinated the design process of the original non-fungible token (NFT) series called “Gomgom.”
- Designed the user interface of the official NFT website using Adobe Illustrator and Photoshop.
- Oversaw the design and development of marketing platforms to ensure artistic cohesion among all advertisements.

PROJECTS

BlossomVR / C# / October 2022 - Present

- Designing a cooking game on the Unity game engine using C# exported to the Meta Quest 2 VR headset.
- Modeling objects and levels and animating cut scenes on the Blender and Unity frameworks.

The Meteor & Night Hunt / Javascript, Phaser 3 / May 2022 - August 2022

- Developed two HTML5 web-based platformer games using Phaser 3 libraries with Javascript.
- Used the Javascript framework with HTML and CSS to export and display web games on the website.

Gitlet / Java, Object Oriented Programming / March 2022 - April 2022

- Designed a version control system that mimics the basic features of the distributed code management software Git.
- Used hashmaps along with SHA-1 serialized codes to store the contents of files in an organized tree-based structure.
- Implemented various graph traversal methods to effectively read and write file contents in a constant amount of time.

Scheme Interpreter / Python / November 2021 - December 2021

- Developed a program that interprets a subset of the programming language Scheme using Python.
- Enhanced program efficiency by utilizing the REPL environment and tail recursion optimization.

Fingerprint Sensor Door Lock / C++ & Arduino Uno / September 2020 - May 2021

- Incorporated a code that converts scanned images into binary data using the C++ and Arduino IDE frameworks.
- Engineered the circuits to connect door locks, sensors, and Arduino Uno and installed them with 3D printed model.

ADDITIONAL INFORMATION

Language Skills: English (Fluent), Korean (Native), Chinese (Intermediate)

Programming Skills: Python, Java, C, RISC-V, SQL, Regex, Javascript, Git, Phaser, React.js, HTML, and CSS

Design Skills: Adobe Illustrator, Adobe Photoshop, Maxon Cinema 4D, Autodesk Maya, Adobe After Effects