Seonghwan (Hwany) Oh

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J-1 Visa (valid until mid-May, extendable to mid-September upon securing employment through academic training)

PROFESSIONAL EXPERIENCE

Unity Developer Intern | *Skills: Unity, C#, Shader, Vuforia Engine (AR), Figma*   Aug. 2024 – Oct. 2024
Mobile App Development Cooperation   *Seoul, South Korea*

- Built and published two mobile games on **iOS** & **Android** platforms using **Unity**:
    Ppukku's Grand Adventure: Grow Longer! (iOS)
    Ppukku's Grand Adventure: Catch It! (iOS)
- Implemented **DFS-based surround detection**, **object pooling**, and **physics-driven** interactions to boost **gameplay efficiency** by 35%.
- Authored **technical guides** and **debugging instructions** to streamline **onboarding** processes.

Research Assistant Intern | *Skills: Data Analysis, Flask, Javascript, GCP*   Dec. 2022 – May. 2023
SKYGG   *Seoul, South Korea*

- Assisted in building a **Web3 gaming playground** and **blockchain analytics platform**.
- Implemented **Python Flask** microservices to collect and visualize **Axie Infinity** battle logs on **GCP**.
- Utilized **SQL / MySQL** for storing real-time player data and generating interactive dashboards.
- Deployed the platform on **Google Cloud Run** with **containerization** strategies to ensure scalability.

PROJECTS

Game Programmer | *Skills: Unity, C#, Systems Programming, CSV Data Handling*   Mar. 2024 – Current
GameMakers 8th - Team Fate   *Remote*

- Developing a **Unity 2D escape-room game** with a **6-member team**, targeting a March 2025 release.
- Created an **event-driven architecture** enabling flexible customization of in-game states via CSV scripting.
- Implemented a **cylindrical lock dial** using trigonometry and real-time checks for puzzle progression.

EDUCATION

San Diego State University (Exchange Program)   Jan. 2025 – May. 2025
*B.S. in Computer Science (**Exchange Semester**)*   *San Diego, CA, USA*

University of Seoul | *Cumulative GPA: 3.58*   Mar. 2019 – Feb. 2026
B.S. in Computer Science, Minor in Data Science   *Seoul, South Korea*

TECHNICAL SKILLS & LANGUAGES

Technical Skills

- **Programming Languages:** C/C++, C#, Python, JavaScript, WebGPU, Assembly
- **Game Dev:** Unity, Physics-based mechanics, Raycasting, Pathfinding Algorithms (A*, DFS, BFS)
- **Web/Frontend:** React, HTML5, CSS3
- **Backend/Databases:** Flask (Python), MySQL, Google Cloud (GCP)
- **Tools & DevOps:** Git/GitHub, Linux (Bash), GCC
- **Other Expertise:** Systems Engineering, Troubleshooting, OOP, Scriptable Objects (Unity), Vuforia (AR)

Languages & Test Scores

- **English**: Native/Bilingual
- **Korean**: Native/Bilingual
- **TOEFL iBT**: 111

TEACHING EXPERIENCE

Tutor – Support for International Students   Sep. 2024 – Dec. 2024
University of Seoul   *Seoul, South Korea*

- Provided structured guidance on **programming**, **data structures**, and **algorithms**.

C Programming Tutor   Apr. 2024 – Jun. 2024
University of Seoul   *Seoul, South Korea*

- Instructed **C essentials**: pointers, arrays, recursion, and Linux-based compilation.

MILITARY SERVICE

Military Interpreter | *Skills: Interpreting, Communication, Documentation*   Feb. 2021 – Nov. 2022
Republic of Korea Air Force   *Osan Air Base, South Korea*

- Facilitated **communication** between **ROKAF** and **USAF A1** forces at Osan Air Base.