

Hwany (Seonghwan Oh)

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Education

San Diego State University (Exchange Program), San Diego, CA, USA *January 2025 – May 2025*

- B.S. in Computer Science (Exchange Semester)

University of Seoul, Seoul, South Korea

March 2019 – February 2026

- Bachelor of Science in Computer Science, Minor in Data Science (**GPA: 3.58/4.00**)

Dulwich College Beijing, Beijing, China

January 2009 – June 2013

- Youth Rugby Team (2012–2013 Season MVP)

Languages & Test Scores

- **English:** Native/Bilingual
- **Korean:** Native/Bilingual
- **Chinese:** Limited Working
- **TOEFL iBT:** 111

Technical Skills

- **Programming Languages:** C/C++, C#, Python, WebGPU
- **Game Development:** Unity (2D & 3D), physics-based mechanics
- **Tools & Frameworks:** Git/GitHub, Linux (Bash), GCC
- **Systems Engineering, Troubleshooting, Software Development, Object-oriented Programming**

Certifications

- **NVIDIA DLI Workshop** – Transformer Based NLP Applications
- **Microsoft Office Specialist Master Certification (MOS)**
- **Com2us Mentoring School** – Game Client Focus

Professional Experience

Mobile App. Development Cooperation (Internship) *Unity Developer* *August 2024 – October 2024*

- Developed and launched two mobile games:
 - *Ppukku's Grand Adventure: Grow Longer! (iOS)*
 - *Ppukku's Grand Adventure: Catch It! (iOS)*

Both games are also available on the Apple App Store and Google Play Store.

- Implemented advanced algorithms (DFS-based surround detection, physics-based mechanics) for core gameplay features.
- Enhanced user experience with joystick control for precise movement and dynamic UI/UX elements.
- Authored comprehensive technical guides and debugging instructions for future developers.

GameMakers

Game Programmer March 2024 – July 2024

- Developed a Unity 2D room-escape game in a six-person team, scheduled for launch by March 2025.
- Designed intricate puzzles and implemented core gameplay systems.
- Awarded the **Grand Prize (2nd)** for Best Games in the 8th Cohort.

Human-Centered Artificial Intelligence Lab (HCAIL)

Undergraduate Research Intern

December 2023 – January 2024

- Investigated gaming-related health issues and game addiction.
- Analyzed WHO's classification of game addiction, highlighting mental health benefits of gaming.

SKYGG

Research Assistant (Intern) December 2022 – May 2023

- Contributed to building a playground for Web3 games and blockchain analytics.
- Developed a web application for analyzing battle logs in *Axie Infinity: Origins*.

Military Service

Republic of Korea Air Force

Military Interpreter February 2021 – November 2022

- Facilitated communication between ROKAF and USAF A1 forces at Osan Air Base.
- Recognized for superior performance by the Commander of ACC (Air Components Command).

Teaching Experience

Tutor – Academic Support for International Students, University of Seoul *September 2024 – December 2024*

- Delivered structured tutoring on programming (Unix, recursion, pointers) and data structures (linked lists, stacks, trees).
- Introduced algorithmic problem-solving (sorting & graph algorithms) and version control (Git/GitHub).
- Adapted lessons to language barriers, improving exam performance for international students.

C Programming Tutor, University of Seoul

April 2024 – June 2024

- Taught C basics: pointers, arrays, recursion, Linux-based compilation.
- Guided students in debugging and optimization best practices.

English Speaking Tutor, University of Seoul

April 2020 – June 2020

- Assisted peers in improving spoken English through structured conversation sessions.

Honors & Awards

- **Silver Award (3rd)** – University of Seoul Programming Contest (UOSPC) 2024
- **Excellence Award (2nd)** – Plankton Hackathon 2024
- **Grand Prize (2nd)** for Best Games – GameMakers 8th Cohort