

Seonghwan (Hwany) Oh

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EDUCATION

San Diego State University (Exchange Program) <i>B.S. in Computer Science (Exchange Semester)</i>	Jan. 2025 – May. 2025 <i>San Diego, CA, USA</i>
University of Seoul Cumulative GPA: 3.58 <i>B.S. in Computer Science, Minor in Data Science</i>	Mar. 2019 – Feb. 2026 <i>Seoul, South Korea</i>

PROFESSIONAL EXPERIENCE

Unity Developer Intern Skills: Unity, C#, Shader, Vuforia Engine (AR), Figma <i>Mobile App Development Cooperation</i>	Aug. 2024 – Oct. 2024 <i>Seoul, South Korea</i>
<ul style="list-style-type: none">Built and published two mobile games on iOS & Android platforms using Unity: <i>Ppukku's Grand Adventure: Grow Longer! (iOS)</i> <i>Ppukku's Grand Adventure: Catch It! (iOS)</i>Implemented DFS-based surround detection, object pooling, and physics-driven interactions to boost performance by 35%.Authored technical guides and debugging instructions to streamline onboarding processes.	
Research Assistant Intern Skills: Data Analysis, SQL, Flask, Javascript, GCP <i>SKYGG</i>	Dec. 2022 – May. 2023 <i>Seoul, South Korea</i>
<ul style="list-style-type: none">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 MySQL for storing real-time player data and generating interactive dashboards.	

PROJECT EXPERIENCE

Game Programmer Skills: Unity, C#, Systems Programming, CSV Data Handling <i>GameMakers (Unity Certified Game Developers Club) 8th – Team Fate</i>	Mar. 2024 – Current <i>Remote</i>
<ul style="list-style-type: none">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.	
Procedurally Generated Puzzle Adventure with Speech AI Skills: Unity, C#, PCG <i>Capstone Project in Computer Science / Team Leader</i>	Sep. 2024 – Dec. 2024 <i>Seoul, South Korea</i>
<ul style="list-style-type: none">Designed and implemented procedural content generation algorithm utilizing Cellular Automata, Delaunay Triangulation, Minimum Spanning Tree (MST), and A* search to create dungeon maps.Integrated Speech-to-Text (STT) and Speech Emotion Recognition (SER) technologies to enhance interactivity and emotional engagement within the game.Led team coordination on project integration, version control, and prototype development.	

TECHNICAL SKILLS

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

TEACHING EXPERIENCE

Tutor – Support for International Students Provided structured guidance on programming , data structures , debugging , and algorithms .	<i>University of Seoul</i> Sep. 2024 – Dec. 2024
C Programming Tutor Instructed C essentials : arrays, binary arithmetic, pointers, recursion, and Linux-based compilation.	<i>University of Seoul</i> Apr. 2024 – Jun. 2024

MILITARY SERVICE

Military Interpreter Facilitated communication between ROKAF and USAF A1 (Manpower & Personnel) forces at Osan Air Base.	<i>Republic of Korea Air Force</i> Feb. 2021 – Nov. 2022
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HONORS & AWARDS

Silver Award (3rd) – University of Seoul Programming Contest (UOSPC) 2024
Excellence Award (2nd) – University of Seoul Plankton Hackathon 2024
Grand Prize (2nd) for Best Games – GameMakers 8th Cohort
Merit-Based Scholarship (Half-Tuition) – Awarded for outstanding academic performance in Spring 2024