

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 San Diego, CA, USA
University of Seoul Cumulative GPA: 3.58 <i>B.S. in Computer Science, Minor in Data Science</i>	Mar. 2019 – Feb. 2026 Seoul, South Korea

PROFESSIONAL EXPERIENCE

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

Frontend Developer Skills: React, JavaScript, HTML, CSS, Web Development <i>Seoul Cheer-up</i>	Dec. 2024 Seoul, South Korea
<ul style="list-style-type: none">Developed a crowdsourcing platform to manage abandoned public electric scooters.Built core frontend features using React, ensuring a responsive and user-friendly interface.Conceived and implemented an interactive platform concept that incorporated gamification elements.	
Software Engineer Skills: Python, Object-oriented Programming, API Integration <i>Mobile Robot Controller</i>	Sep. 2023 – Dec. 2023 Seoul, South Korea
<ul style="list-style-type: none">Developed a simulation program for controlling a mobile robot navigating obstacles in disaster scenarios utilizing Python and object-oriented programming principles.Implemented the A* algorithm for path planning to compute the shortest, hazard-free routes.Enabled voice-driven map modifications by incorporating Speech-to-Text (STT) functionality through API.	

TECHNICAL SKILLS

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

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