Seonghwan (Hwany) Oh

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EDUCATION

San Diego State University (Exchange Program) Jan. 2025 – May. 2025
*B.S. in Computer Science (**Exchange Semester**)* *San Diego, CA, USA*
(Eligible for summer internships in the U.S. via the J-1 Visa Academic Training Program)

University of Seoul | *Cumulative GPA: 3.58* Mar. 2019 – Feb. 2026
B.S. in Computer Science, Minor in Data Science *Seoul, South Korea*
(Degree extended due to mandatory military service as Republic of Korea Air Force interpreter, Feb. 2021 – Nov. 2022)

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 **performance** by 35%.
- Authored **technical guides** and **debugging instructions** to streamline **onboarding** processes.

Research Assistant Intern | *Skills: Data Analysis, SQL, 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 **MySQL** for storing real-time player data and generating interactive dashboards.

PROJECT EXPERIENCE

Frontend Developer | *Skills: React, JavaScript, HTML, CSS, Web Development* Dec. 2024
Seoul Cheer-up *Seoul, South Korea*

- 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* Sep. 2023 – Dec. 2023
Mobile Robot Controller *Seoul, South Korea*

- 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**.

TEACHING EXPERIENCE

Tutor – Support for International Students *University of Seoul* Sep. 2024 – Dec. 2024
Provided structured guidance on **programming**, **data structures**, **debugging**, and **algorithms**.

C Programming Tutor *University of Seoul* Apr. 2024 – Jun. 2024
Instructed **C essentials**: arrays, binary arithmetic, pointers, recursion, and Linux-based compilation.

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)

HONORS & AWARDS

Silver Award (3rd) – University of Seoul Programming Contest (UOSPC) 2024

Excellence Award (2nd) – University of Seoul Plankton Hackathon 2024

Merit-Based Scholarship (Half-Tuition) – Awarded for outstanding academic performance in Spring 2024