Hwany (Seonghwan Oh)

soh9886@sdsu.edu — +1 (912) 940-7067 — Personal Portfolio

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