Gia Hur

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Objective

Passionate and detail-oriented Master's student at Rochester Institute of Technology with a strong foundation in software engineering, full-stack development, and gameplay systems. Seeking a co-op or internship in computer software to apply and extend my skills in a collaborative environment. Open to relocation. Available: Summer 2026.

Education

Rochester Institute of Technology   **Rochester, NY**

Master's in Game Design and Development   *Expected May 2027*

- Activities: Hip Hop Dance Collective, Velocity Urban Dance Crew
- Relevant Coursework: Game Design, Game Development Processes, Unreal Engine, AI for Gameplay

Case Western Reserve University   **Cleveland, OH**

Bachelor's in Computer Science, Minors in Computer Gaming, Spanish, and Mandarin Chinese   *Aug. 2021 – May 2025*

- Cumulative GPA: 4.0; *summa cum laude*
- Activities: Klover Dance Group, Undivided Dance Club and Competition Team
- Relevant Coursework: Software Craftsmanship and Engineering, Artificial Intelligence, Full Stack Web Development, Algorithms, Data Structures, Game Design, Logic Design and Computer Organization, and Computer Architecture.

Skills

Programming: JavaScript, TypeScript, C#, Python, Java, HTML, CSS, Assembly, SystemVerilog
Tools/Frameworks: React, Django, MySQL, Unity, ModelSim, MPLAB, VS Code, GitHub, Bootstrap
Concepts: OOP, Data Structures, Algorithms, REST APIs, UI/UX Design, Agile Development, Version Control
Spoken Languages: Korean, Spanish, (minimum professional), Mandarin Chinese (limited working)

Projects

WhenIsGreat – React, MySQL, Google API | Java, CSS, HTML, JavaScript

- Built a full-stack scheduling web application with Google Calendar via REST API and OAuth authentication
- Designed backend and database for event management and user authentication
- Ensured responsive front-end UI and cross-browser compatibility

Couch Meets Table – Django, MySQL | JavaScript, Python, HTML, CSS

- Developed a roommate-matching platform for CWRU students that calculates compatibility with user input and an algorithm based on habits and preferences
- Led frontend development, ensuring cohesive and responsive web design

Ultimate – React | JavaScript, CSS, TypeScript, HTML

- Implemented complex multi-board game logic using React Hooks and state management
- Styled user interface with React Router and CSS for easy navigation between pages and an intuitive layout

Restoring Hope **(Class Choice Award)** – Unity | C#

- Conceptualized and implemented core game mechanics, including interactive puzzles for a narrative-driven game
- Collaborated in a 9-person team, including developers, artists, and sound designers over the course of 15 weeks
- Integrated environmental assets and optimized mechanics based on playtesting feedback

Artifacts of the Past – Unity | C#

- Designed and developed a 2D puzzle-platformer with time-travel mechanics
- Built levels using Unity's Tilemap system, handled sprite animations, and implemented assets for characters

Leadership Experience

Undivided Club and Competition Team   **Cleveland, OH**

Vice President   *Apr. 2024 – Apr. 2025*

- Oversaw logistics, scheduling, and cross-organization collaborations
- Led project and event planning for large-scale projects and performances with over 100 attendees

Secretary   *Apr. 2023 – Apr. 2024*

- Managed all communications, including bi-weekly updates and announcements
- Increased member engagement and accessibility by creating and managing a Discord server