Huiuk Jang

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EDUCATION

Keimyung University Daegu, Republic of Korea | 03/2023 - 08/2025
B.S. in Computer Science | GPA: 4.1/4.5   **May 2025**
Relevant Courses: Advanced C/C++, Data Structures, Computer Graphics, Calculus, Linear Algebra

TECHNICAL SKILLS

Programming Languages: C, C++, OpenGL
Engines: Unity 2019.4
Interpersonal Skills: Problem Solving, Collaboration

PROJECTS

ABRAXAS | Programmer & Engine Developer   Sep 2024 - Jun 2025

- 2D Platformer Roguelike Game that collaborated with a team of 2.
- Designed and implemented graphic rendering, audio processing, data input systems, camera control, game windows, and inputs using OpenGL for a custom game engine.
- Developed a character selection screen interface, game numerical adjustment objects, and icons.
- Debugged and Resolved specific object collision issues–prevented all other objects from passing through this object.

Shadow Dimension | Programmer   Mar 2024 - Jun 2024

- 2D Platformer Puzzle Game that collaborated with a team of 2.
- Contributed to the creation of a modular game engine and core player-object interaction system.
- Developed a 3D interaction detection and resolution system, along with a visualization system for top/side view properties in 3D Modulus.
- Created a dynamic data update system that allows real-time changes using external files.

Mine Mine | Programmer   Sep 2023 - Dec 2023

- 2D Platformer Arcade Game that collaborated with a team of 2.
- Designed and implemented player movement and object interaction systems.
- Developed an object image conversion function based on specific conditions.
- Built a 2D collision detection and resolution system.
- Created algorithms for random tile-based map generation and object placement.
- Implemented dynamic light source diffusion and field of view limitation systems.
- Developed a developer mode with features such as speed adjustment, time control, and immediate interaction.

LEADERSHIP EXPERIENCE

DigiPen Institute of Technology | Student Council Secretary | Daegu, Korea

- Responsible for recording and organizing meeting minutes, providing input during discussions, reminding team members of action items, and contributing to project progress management in events like retreats and game jams.