HyunWoo Nam

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EDUCATION

Keimyung University | Korea, Daegu
B.S. in Computer Science | GPA:2.9   **May 2025**
Relevant Courses: Data Structures & Algorithms, Computer graphics

TECHNICAL SKILLS

Programming Languages: C/C++
Engines: Unity**,** Unreal
Interpersonal Skills: Integrity and Respect, Delighting Customers

WORK EXPERIENCE

Company | Your Title | City, State   **Month/Year - Present**
- What you did, how you did it, result
- Quantify your achievement(s) try to have at least one like this
- Look at the example below

Software Test Engineer Intern | Qualtrics | Seattle, WA   **Month/Year -**
Month/Year
- Implemented an extensible script in Python to automate project creation with static data on tests to improve pass rates and duration, ultimately speeding up software releases
- Improved test times across 3 teams by nearly 400% with more stability
- Reviewed design docs and prototypes of an upcoming feature release to create nearly 50 test cases. Performed manual testing and triaged 15 bugs with engineers

PROJECTS

Sweet Dream | Game Designer   **9/2021 ~ 12/2021**
- Developed a horror 2D roguelike game whit 3D like visuals.
- I systematically planned and implemented various game components such as overall level design, UI/UX, sound effects, and visual elements, striving to create an immersive horror atmosphere for players.
- To achieve natural monster movements and player-tracking behaviors, I utilized the A* algorithm for efficient pathfinding.

Coffee Load | Game Designer   **3/2022 ~ 6/2022**
- Developed a 2D café management simulation game,players brew coffee and make beverages to satisfy customers
- I systematically designed and implemented various game components, including overall level design, UI/UX, sound effects, and visual elements, to create an immersive environment for players.
- I was responsible for designing levels and developing various interactive objects within the game.

Lost Light | Game Designer   **9/2022 ~ 6/2023**
- Developed a 2D sandbox platformer game with a player-designed level system, allowing users to create and share their own levels.
- I systematically designed and implemented various game components, including overall level design, UI/UX, sound effects, and visual elements, to create an immersive environment for players.
- I was responsible for designing and developing various monsters and interactive objects.