

Jae Min Hyun

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Boston, MA | Incheon, South Korea

LinkedIn [linkedin.com/in/jae-min-hyun/](https://www.linkedin.com/in/jae-min-hyun/) | Portfolio

CS + Game Development student experienced in gameplay programming, AI systems, rapid prototyping, player-focused design iteration, and collaborating with designers, artists, and engineers. Grounded in strong CS fundamentals, with experience onboarding into complex codebases, extending modular systems, and implementing reliable features within large, evolving architectures.

Education

Northeastern University, Boston, MA | Khoury College of Computer Sciences

Candidate for BS in Computer Science and Game Development

Expected May 2026

GPA: 3.68/4.0 | Dean's List (2020, 2023-2025)

Relevant Coursework: Algorithms & Data, Programming in C++, S/W Dev, Game Design, Game Studio, Rapid Idea Prototyping for Games, Game Programming, Level Design, Game Concept Dev

Planned Coursework (Spring 2025): Game Programming 2, Game AI (Unreal Engine), Game Design Capstone(Unreal Engine)

Technical Knowledge

Languages: Java, C++, C, C#, Python

Tools: Unity, Git/Github, Jira, Unreal Engine, LangChain, RAG, REST API

Methodologies: Waterfall, Agile, OOAD, CBD

Industry Experience

CodeClick

Seoul, Republic of Korea

Global Co-op Internship

August 2025 - December 2025

Tech internship at a Korean startup focused on AI-driven digital solutions for business services.

- Successfully demonstrated the potential of a PoC assignment integrating RAG that automated a previously manual loan-review workflow, increasing efficiency with an accuracy of >95%.
- Enhanced the testing phase of the development lifecycle by creating automation scripts to parse Excel-based defect logs for analysis, improving issue traceability for developers.
- Designed and executed integration test scenarios that uncovered critical bugs and feature gaps, directly informing fixes and improving product quality.

CodeClick

Seoul, Republic of Korea

Experiential Intern

July 2024 - August 2024

- Built and automated end-to-end Selenium tests in Java, increasing pre-deployment test coverage and reducing manual QA workload.
- Designed and demonstrated a customer management website utilizing RESTful APIs, integrating automated call services through Twilio API to enhance communication with customers.

SBS Game Academy

Seoul, Republic of Korea

Game Developer in Training

May 2021 - September 2021

- Prototyped gameplay interactions and learned core 3D development principles in Unreal Engine using Blueprint scripting and asset/scene workflow.

Project

Bazaar Game Boston, MA

Software Designer/Developer (Java) September 2024 - December 2024

- Built networking features and subsystem logic within an 8,000+ LOC architecture, improving system stability through clearer component separation and reliable data flow between modules.
- Implemented custom TCP-based networking protocols to support consistent, fault-tolerant client-server communication across game components.
- Participated in weekly panel-style code reviews, quickly navigating unfamiliar code while identifying architectural improvements, and presenting design decisions.

Soul's Reckoning Boston, MA

Game Designer/Developer (Unity, C#) September 2024 - December 2024

- Developed two minigames (keypad sequence + soul-catching) and integrated them into a unified narrative experience.
- Designed timing, difficulty scaling, and UI feedback based on multi-stage playtesting.

Lumina Glen Boston, MA

Game Designer/Developer (Unity, C#) March 2024 - April 2024

- Implemented enemy AI using FSMs, NavMesh, physics-to-agent transitions, turret tracking, and projectile systems for a First-person action game built in Unity.
- Designed and scripted a multi-phase final boss encounter with jump arcs, timed attacks, minion summons, and telegraphed visuals.
- Tuned difficulty, pacing, and enemy placement through multiple structured playtests and iteration cycles focused on clarity, fairness, and encounter readability.

Game Studio Boston, MA

Technical Designer & QA September 2023 - December 2023

Onboarded into a multi-year Unity project as part of an Agile studio simulation

- Defined and improved systems for Room 4A, proposing mechanics that taught players core interactions (energy transfer, virus turret hazards) needed for boss-level mastery.
- Conducted design QA by documenting gameplay flaws, rewriting onboarding dialogue, and recommending scene flow and mechanic adjustments based on playtests.
- Collaborated across programming, art, audio, and community teams within an Agile pipeline using Jira, contributing design specs, sprint tasks, QA scripts, and implementation-ready documentation.

Rapid Prototyping for Games Boston, MA

Systems & Interaction Prototyping September 2023 - December 2023

- Built and tested 7+ rapid prototypes exploring asymmetric control, chance-based mechanics, strategy balancing, and social/competitive dynamics.
- Ran structured playtests, directly analyzing player behavior to refine rule clarity, difficulty pacing, and engagement.