

Ji Suk Min (Joseph Min)

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Technical Skills:

- **Professional Languages:** C#, Javascript, Java, CSS
- **Misc:** Unity3D, HTML, PHP, Git, C++

Professional Work Experience:

Systems Technology, Inc, Jan. 2017 - Present

Software/VR Developer

- Designed & developed **\$1.5 million** VR Training Application for the [Electric Power Research Institute](#)
 - Developed with Unity. Built Cross Platform for both the Vive and Oculus Rift
- Designed & developed **\$1 million** VR/PC/Tablet Training Application for [Bruce Power Generating Station](#) (International Client - Ontario, Canada)
- Developed various applications for PC/Tablet (Android + iOS) in addition to VR applications for the [Federal Aviation Administration](#) and **Nuclear/Wind/Solar Industries**
- Redesigned past product applications to run on both Android and iOS focusing on system optimization.
- Updated past PC and Tablet applications to run 3x faster at optimal power usage.
- Re-designed the company website and database to streamline overall purchase order requests and micromanage them through our server.

InquisIT, LLC, Aug. 2016 - May 2017

Software Developer - Intern

- Assisted teams in developing applications using Javascript and C# for various GSA contracts.
- Built data logging features for applications that combat cyber threats.
- Reinforced tools that recognize “Intrusion Detection” and Application Security

Education:

George Mason University, Fairfax, VA

Bachelors of Science in Computer Engineering,

- **Volgenau School of Engineering**
- Magna Cum Laude Graduate: Aug. 2013 - May 2017

***I can personally send additional demos upon request. I can not store video publications and demos of certain programs developed and sold on public platforms due to NDAs (Non Disclosure Agreements) as I am not an authorized legal entity.**