

MINJUN CHOI

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EDUCATION

The University of Manchester 📅 September 2020 - June 2023

- Degree: BSc Computer Science and Mathematics

MPW Cambridge 📅 September 2019 - June 2020

Cambridge, United Kingdom

- A-Levels: Maths(A*), Further Maths(A*), Physics(A*)
- Award: The MPW Mathematics Prize

EXPERIENCE

GreatUniHack 2021 Hackathon

UniCS society(University of Manchester) 📅 November 2021

- Lead the group of 5 people and worked together in remote environment
- Developed a game using python

Member of GameDev Unity Tutorial

University of Manchester 📅 September 2020 - April 2021

- Produced videos and projects of unity tutorials on how to develop a 3D game.
- Developed a 3D game from open source sprites and animations

Participant in Crackchester & BT Capture The Flag

University of Manchester 📅 November 2020

- Solved various quizzes and puzzles in order to get to the higher rank
- Accomplished 10th place in the Capture The Flag event

Member of Intermediate and Advanced group

Unisoft Coding Academy 📅 March 2016 – September 2017

Seoul, South Korea

- Solved challenging problems on <https://www.acmicpc.net/> with teaching staffs and group members
- Achieved 3rd place in Korea Olympiad in Informatics (KOI)

POSITIONS OF RESPONSIBILITY

PASS Leader

University of Manchester 📅 September 2021 - June 2022

- Taken a role as a mentor to 1st year undergraduate students. Given them some guidance with their studies, school life, and finding opportunities for their career.

Member of Student Council

MPW Cambridge 📅 September 2019 - June 2020

- Arranged the anti-bullying week activity
- Run the College Christmas Fair
- Raised fund for Cancer Research and Children in Need

Founder of the computer programming society

GangSeo Secondary School

📅 March 2017 - December 2018

- Lead the society and run a Game Jam Competition
- Taught how to use IDE to make programs to other students
- Used C language for Coding: started by making calculators and used it to resolve mathematical problems

Trained Teaching staff

Youth Software Volunteer Group

📅 September 2016 - September 2017

- Taught coding to primary school pupils using Scratch
- Worked as a team with other staff to make the teaching clear and efficient
- Programmed games using Scratch

PROJECTS

Game AI: Reversi(Othello)

- A Othello game which is computer vs human programmed in Java.
- Used static evaluation function and Implemented Minimax and alpha,beta pruning for the AI.

Game : Starshooter

- a space shooting game programmed in python
- used tkinter and turtle for game GUI

Challenge: Advent Of Code

- It is Advent calendar of programming puzzles which opens in every December.
- Attempted the challenge in 2019

SKILLS

Languages:

Confident with C, Java, Python
JavaScript/HTML, SQL experienced.

HONORS & AWARDS

The MPW Mathematics Prize

📅 January 2021

- A prize for efforts and achievements at MPW on mathematics.

British Mathematical Olympiad (BMO)

📅 October 2019

- Gold certificates in Senior Math Challenge
- Certificate of Merit in British Mathematical Olympiad Round 1