

# Kewei (Kevin) Han

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## EDUCATION

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### Carnegie Mellon University

*Master's in Software Engineering – Scalable Systems*

GPA: 4.06/4.33

Coursework: Design Patterns, API Design, Quality Assurance, Formal Methods, (Planned) Cloud Computing

Pittsburgh, PA

December 2024

### University of Michigan

*Bachelor of Science in Engineering in Computer Science*

GPA: 3.72/4.00

Coursework: Data Structures and Algorithms, Web Systems, Operating Systems, Database Management Systems

Ann Arbor, MI

May 2023

## SKILLS

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*Programming Languages:* C/C++, C#, Python, Java, SQL, HTML/CSS, JavaScript, Scheme

*Tools/Frameworks:* Unity, Unreal Engine, React, Vue.js, Git, Jira

## EXPERIENCE

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### Appstop

*Programming Intern*

Ann Arbor, MI

May – August 2023

- Played key role as one of two lead programmers in development of a mobile game application using Unity and C# for publishing on mobile app marketplaces
- Researched and applied Unity APIs to implement robust user level creating and sharing functionality
- Created custom Unity editor tools to significantly streamline and expedite the level design process

### WolverineSoft Studio

*Programmer*

Ann Arbor, MI

Sept.—Dec. 2020, Jan.—May 2023

- Contributed as a programmer to multiple interdisciplinary 25+ person teams to create publish-ready games
- Designed and executed inheritance-based design patterns to implement player mechanics and enhance scalability
- Completed tasks in a scrum team environment through Jira to smoothly collaborate and iterate on game features

## PROJECTS

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### OrbitVR

*Unreal Engine VR Project*

University of Michigan

March – May 2023

- Designed and developed an accurate, to-scale interactive VR International Space Station experience with a team of four
- Utilized Unreal C++ Blueprints to implement inheritance-based affordance systems for scalability and code quality
- Investigated Unreal materials system and tools to create realistic space environments and enhance immersion

### Desktop Defenders

*Unity Game Project*

University of Michigan

October — December 2022

- Collaborated with a five-member team to design and develop a cooperative bullet hell game in Unity featuring asymmetrical controls (mouse and controller) to deliver uniquely engaging player gameplay
- Led UI elements design and developing scalable backend logic to enhance player engagement and game functionality.
- Conducted weekly playtests to gather and analyze feedback to inform the iterative design process
- Presented game at student showcase with over 350 attendees and placed 6<sup>th</sup> out of 16 teams in audience vote

### Insta485 Web Systems Project

*Academic Project*

Ann Arbor, MI

October—November 2020

- Developed full-stack mock Instagram web application to replicate key features such as login and posting
- Constructed a Flask server application to maintain a backend SQL database and custom REST API to handle requests.
- Implemented client-side dynamic application using JavaScript and React to mimic Instagram user experience

### Operating Systems Projects

*Academic Projects*

University of Michigan

September — December 2020

- Developed a multi-threaded disk scheduling application in C++ with focus on optimized thread management
- Implemented external pager for handling virtual memory requests, address space management, read/write faults, system call handling, and physical memory management
- Created an implementation of the C++ thread library interface, including monitors for synchronization between threads