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Brian Wonjun Lee

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EDUCATION:

University of Pennsylvania | Philadelphia, PA | Graduation: May 2027

- College of Arts and Sciences (Benjamin Franklin Scholars Program)
- Major: Computer Science & Design (Double Major)
- Coursework: Programming Languages and Techniques I, Mathematical Foundations of Computer Science, Introduction to Computer Systems, 3D Computer Modeling, Principles of Physics I, Calculus, Part III

Gyeonggi Suwon International School | Suwon, South Korea | Graduation: May 2021 | GPA (Unweighted): 4.20

- Candidate for IB Diploma Certificate (Bilingual Certificate)
- Honors/Awards: Most Outstanding Student (2018); Academic and Leadership Commendation (2019);

EXPERIENCE:

BitMango (Puzzle1Studio), *Game Programmer Intern* | Pangyo, South Korea | May 2025 – Aug 2025

- Maintained 100+ Unity-based mobile titles by performing system updates, debugging UI/UX and game logic issues, and upgrading SDKs.
- Collaborated with QA, CS, Platform teams to test builds, track bugs, and validate feature performance.
- Improved in-game functionality by editing prefabs and updating C# scripts within agile workflows.

IT-Farm, *DB Engineer Intern* | Seongnam, Gyeonggi, South Korea | Jun 2022 - Aug 2022

- Developed a prototype model of a SQL-based database that collects and organizes 1M+ data entities.
- Managed semiconductor data entities from 20+ customer companies (Samsung, SK Corp, LG Corp, and HB Technology, and more) using SQL queries in Oracle Database, with DBeaver for data management.

Wharton Korea Undergraduate Business Society, *Vice President* | Marketing Committee | Philadelphia, PA | 2022~

- Inform W-KUBS members through online channels and provide education on marketing concepts.
- Promote W-KUBS-related events by using social media campaigns and website management.
- Compete in business Marketing competitions, provide marketing strategies for start-ups.

Penn Spark, Red Design Associate (Project Lead) | Philadelphia, PA | 2025~

- Project led developers and designers to create advanced digital products for real-world clients
- Designed user-centered interfaces and visual assets for semester-long Spark Red projects.

PROJECTS:

University of Pennsylvania CIS 1200 Game Design Final Project: Pixel Dash

- Developed "Pixel Dash," a 2D infinite runner game featuring obstacle navigation, coin collection, and skin unlocks. Built with Java Swing using object-oriented design, the project implemented real-time collision detection, persistent data storage via file I/O, and dynamic entity management with collections.

SKILLS & INTERESTS

Proficient in Adobe Programs

- Java, OCaml, C++, C#, Node.js, Blender, Maya, Oracle Database, Adobe Creative Suite, GitLab, Unity