

Resume — Tech Stack & Study Notes (PDF)

This document summarizes recent learning, references, core projects, and a consolidated skills matrix.

Name	—	Location	Republic of Korea (KST)
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Core Skill Matrix

Languages	C#, JavaScript/TypeScript, Python, HTML/CSS
Game/3D	Unity (URP, Animator, NavMesh basics), C# scripting, AI state machines, physics, VFX/SFX hooks
Web Frontend	HTML + CSS + JS (vanilla), Tailwind, responsive UI, accessibility, PWA basics
Web Backend	Firebase Auth, Firestore (NoSQL modeling, security rules), Cloud Storage
Data & Tools	Git/GitHub, VS Code, Figma, Photoshop, Illustrator, Notion, Vercel deploys
Build & DevOps	Node.js basics, npm, Electron builder (custom launchers), CI/CD on Vercel
Other	IoT with Tinkercad + Fusion 360 mockups, Google Apps Script, Google Sheets integrations

Selected Projects

Weapon Master — Roguelike Action RPG (Unity)

Low-poly style; weapon & skill combination system; auto-attack; XP & level-up roulette; inventory & shop; buff UI; enemies with knockback & death states; wave/room stages.

Pyramid Exploration Adventure (Unity course project)

Puzzle + combat + traps + item collection. Enemy AI types: soldier, archer, stone golem, mimic. Animator states (Idle/Move/Attack), hit-reaction/knockback, SFX hooks.

SportVerse — Web sports portal

Schedules, results, team/player stats, highlights, responsive UI. Baseball + soccer rule pages, KBO/PL/K-League team intro pages.

Baseball Recording App (Web)

Player & game stat management, charts, Excel export, Firebase storage; later expanded to scrimmage (■■■■) pages.

Schedule Calendar (Web)

Firestore-backed shared event calendar; click a date to view/edit schedules.

CookShare — Community cooking site

Branding + responsive landing; community highlights carousel; Google login.

Custom Minecraft Launcher (Electron/Node)

Fabric-based launcher skeleton; packaging with electron-builder; auto-update workflow (WIP).

Ability Bedwars (Minecraft)

Server■side mechanics for ability■based bedwars mode; item timers; balance iterations.

BrushKing — PWA tooth■brushing tracker

2x2 routine (AM/PM × 2min), installable PWA, offline cache, simple rewards.

IoT: Auto Door & Smart Pot (Tinkercad + Fusion 360)

Arduino simulation for sensors/actuators; enclosure modeling in Fusion; system programming presentation assets.

Recent Learning Notes

- **Unity Systems** — Animator parameters & transitions; damage/knockback pipeline; enemy spawn system; experience & level bar; singleton PlayerStatus (HP/O2/ATK/SPD/DR).
- **Roguelike Mechanics** — Level■up roulette with 3 skill choices; cooldown (2–5s) and duration (<5s) management; item granting extra projectiles.
- **UI/UX** — Inventory with 4→6 slots via shop upgrade; shop UI auto■open on trigger; buff icons; responsive web layouts; image carousels.
- **Firebase/Firestore** — Google login, rules hardening, collection/field design for schedules and records; simple aggregations.
- **Vercel & Git** — Project init, fixing 'remote origin already exists', branching and deploy previews.
- **Electron** — Packaging flow, environment variables, Windows build signing basics.
- **Data Pipelines** — Google Sheets ↔ Web apps via Apps Script; CSV import/export for stat dashboards.

References & Resources

- Unity Manual & Scripting API | Animator, NavMesh, Physics
- Firebase Docs | Auth, Firestore Security Rules, Hosting
- Vercel Docs | Deployments, Environment Variables
- Electron Docs | Packaging with electron■builder
- MDN Web Docs | JS, CSS, HTML patterns
- Figma community files & UI kits for quick prototyping

Education & Activities

- Game Development & Computer Engineering track — building portfolio projects in Unity and modern web.
- Creative ecosystems: Minecraft■based MBO League tooling, OBS overlays, YouTube content assets.

Selected Achievements (Examples)

- Implemented full enemy AI loop (detect → chase → attack → hit/knockback → death).
- Deployed multiple web projects to Vercel with custom domains & Firebase integrations.
- Designed brand systems (logos, color palettes) and shipped responsive landing pages.

Appendix — Quick Edit Guide

You can open this PDF as a reference when presenting or export an updated version by editing the source list above. Replace placeholder contact info on page 1.