Hyungil Roy Chun

RC

621 Sundew Drive, Waterloo, ON N2V 0C1
(226) 792 - 7890   h6chun@uwaterloo.ca

Skills

Languages	Tools	Others
C	MS Office	Leadership
C++	Linux	Troubleshooting
Scheme		Quick Decision Making
JavaScript		Thorough Analysis
HTML		Teamwork
CSS		Fluent in English/French/Korean

Education

Candidate for Bachelor of Computer Science

University of Waterloo   Waterloo, ON   Sept 2014 ~ Present
Business option

Charlottetown Rural High School   Charlottetown, PE   Sept 2011 ~ June 2014
Graduated with honours for academic excellence

Work Experience

Deli Clerk

Sobeys Inc.   Stratford, PE   Aug 2012 ~ Aug 2013
Demonstrated teamwork with co-workers to serve customers maximum satisfaction

Soccer Coach

Stratford Soccer Club   Stratford, PE   May 2012 ~ Aug 2012, May 2013 ~ Aug 2013
Demonstrated leadership to coach U-10 boys and girls teams to victory

Activities & Accomplishments

First Place in Eng Hack Fall 2014   Nov 2014
Won the first place with a program called 'MyoPaint'
Designed the client and user interface

Student Council Treasurer   Sept 2013 ~ June 2014
Responsible for budgeting, book keeping, fundraising, and managing the council account
Acted as the voice of reason among the council members

Rural Raiders Senior Boys AA Soccer   2011 ~ 2013
Demonstrated leadership as the team captain during 2013 season
Selected as the member of the 2014 PEI All-Star team for remarkable leadership

Selected to attend CSLC (Canadian Student Leadership Conference)   Montague, PE   Sept 2013

Personal Projects

Personal Website   roychun.tk   in progress   May 2015 ~ Present

A website that briefly introduces myself

Used: HTML and CSS

Coin Flip Game   June 2015

Developed a very simple game where accounts can bet on the results of coin flips

Used: Scheme

Grid RPG   July 2015 ~ Aug 2015

Developed a very simple rpg game where characters can pick up weapons and armors in specific grids and
fight each other

Used: C++

Hearthstone Pack Opening Simulator   in progress   July 2015 ~ Present

Currently developing a simulator that opens card packs in the game 'Hearthstone'

Used: C++