

# Joseph Seo

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## EDUCATION

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**Georgia Institute of Technology | Atlanta, GA**

**B.S. in Computer Science |**

**August 2023 - May 2026(Expected)**

**Relevant Courses:** Linear Algebra, Intro to Computing

## TECHNICAL SKILLS

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

**Tools:** Unity Game Engine, Unreal Engine, Github, Springboot, React

## PROFESSIONAL EXPERIENCE

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**KnowledgeKite | Tutor | Northvale, NJ**

**September 2023 - Present**

- Held 1 on 1 virtual tutoring sessions for high school students for AP classes such as AP Chemistry, AP US History, AP Calculus BC
- Created learning plans for various AP courses to ensure effective learning for each course

**Studio Wildcard | Intern | Virtual**

**September 2022 - June 2023**

- Assessed and developed crucial skills required for game developing such as game pitching, creation of the game design document, networking, etc
- Produced a mod for the game “Leap” by Blue Isle Studio using their mod editor engine with the Unreal Engine framework while collaborating with 7+ other interns

## PROJECTS

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**Project Bonbon | VGDev @ Gatech**

**September 2023 - Present**

- Bonbon is a narratively driven sweets themed turn-based JRPG currently in development
- Developed game mechanics with 50+ other developers using the Unity game engine and utilized Github for version control
  - Implemented the scene transition system and asynchronous loading screens in between scenes ensuring smooth transition between the scenes

**Personal Portfolio Website**

**August 2023 - Present**

- Created a personal portfolio website as a full stack developer
- Designed a fully functional portfolio website using the React library and the HTML, CSS, and JavaScript languages and hosted it on a personal domain

**Flow | GamingCrook**

**May 2022 - October 2022**

- Published an original hyper casual style mobile game on the Google Play Store
- Built the game mechanics using the Unity game engine and C# language and designed the UI using the Unity UI system