

CASEY KYUUNG CHA

SOFTWARE DEVELOPER



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EDUCATION

New Jersey Institute of Technology

Major: Electrical and Computer Engineering Technology

Minor: Game Development

May 2025 GPA: 3.89

Related Courses

Applied Machine Learning

Vulkan Game Programming

User Interface in VR

Software Web Application

Computer Graphics

SKILLS

Programming Languages

| | | |
|---------|--------|------------|
| C# | Python | JavaScript |
| C / C++ | SQL | HTML / CSS |

Tools / Framework

| | | |
|---------|-------|--------------|
| Unity | Azure | ASP.NET Core |
| Jenkins | Git | Vulkan |

AWARDS

Dean's List in all Semesters

NJIT Academic Excellence Scholar

WORK EXPERIENCE

Game Programmer

Feb 2022- Jul 2024

GameSpring

Full-Time • Seoul

- Led the development of cross-platform online multiplayer Slot and Baccarat games for mobile using Unity, C#, and Socket.IO
- Developed high-performance algorithms to simulate various RNG-based casino scenarios
- Utilized flowcharts and class diagrams to design OOP-focused game architectures
- Engineered a robust cross-platform Jenkins CI/CD pipeline using Python, Bash, Groovy, and Ruby, reducing XCode build failure rates to 0%
- Implemented both library-based and GUI-based tools, enhancing the developer experience for both programmers and non-programmers
- Conducted thorough code reviews with study guidelines for team members, ensuring adherence to coding standards and best practices

Virtual Reality Developer

Jul 2021- Nov 2021

NJIT MIXR Laboratory

Part-Time • Newark

- Participated in graduate-level research by developing a virtual reality simulation for low vision rehabilitation using Unity and C#
- Implemented a user input and data logging system to retrieve user's gameplay data
- Designed and developed multiple street-crossing simulation stages

Software Engineer

May 2021- August 2021

InstaHub

Internship • Philadelphia

- Contributed to the development of Multi-Sensor Datalogger for a rapidly growing startup
- Collaborated with the UI/UX team to implement a SaaS dashboard using React
- Integrated the properties page with backend APIs to upload floorplan images into the database using Python and AWS S3

PROJECTS

Unity Video Games

- Developed a variety of games in Unity, including a third-person shooter and a voice recognition-based virtual pet.
- Currently in development for a Full-Stack online multiplayer video game using ASP.NET Core and SignalR

Blog Website for Piano Academy

- Developed a responsive website with blog post functionality for a Piano Academy using ASP.NET Core and SQL Server
- Integrated file uploads to Azure Blob Storage with support for various file types, delivering a seamless media creation and consumption experience
- Implemented ASP.NET Core Identity to effectively manage authentication