

# KYUUNG CASEY CHA



(973) 489-1001

✉ soulcasey@gmail.com



linkedin.com/in/soulcasey



https://soulcasey.github.io/

## EDUCATION

### New Jersey Institute of Technology

May 2025

#### B.S. in Electrical and Computer Engineering Technology • Minor in Game Development

GPA: 3.9 / 4.0 • Dean's List in all Semesters • NJIT Academic Excellence Scholar

## WORK EXPERIENCE

### Software Engineer • GameSpring

Feb 2022 - Jul 2024

- Lead Developer of mobile online multiplayer Slot and Baccarat games with 500,000+ downloads using Unity, C#, and Socket.IO
- Developed a modular slot game simulation algorithm handling 50+ unique symbols with dynamic payout calculations and special functionalities, enabling millions of possible combinations
- Led the refactoring of the slot game series into scalable, object-oriented architectures using modern design pattern principles, reducing new game release cycle from 1.5 years to 4 months
- Engineered the on-premise CI/CD infrastructure using Jenkins, Python, Groovy, Bash, and Ruby, reducing monthly XCode build failure rates from 30% to 0% by fully automating the entire build process
- Analyzed client/server network bottlenecks, reducing packet size by 50% through caching and algorithm optimization
- Conducted code reviews with study guidelines for team members, ensuring adherence to coding standards and best practices

### Virtual Reality Developer • NJIT MIXR Laboratory

Jul 2021 - Nov 2021

- Developed a street-crossing virtual reality simulation for low vision rehabilitation in Unity and C# for a graduate research
- Designed and built multiple street-crossing simulation stages with realistically behaving environments aligned with research objectives, including dynamic traffic and pedestrian light interactions
- Implemented a gameplay data logging system to analyze patterns and reduce street-crossing time offset for low-vision users

### Software Engineer • InstaHub

May 2021 - Aug 2021

- 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

### IT Technician • NJIT IST

Dec 2019 - Mar 2020

- Troubleshoot hardware/software issues on students' desktops, laptops, and peripherals
- Diagnosed on-campus network connectivity issues, including Wi-Fi, VPN, and local network configurations
- Managed student accounts and access control via IAM systems

## SKILLS

**Programming Languages:** C#, C++, Python, JavaScript, SQL

**Tools / Framework:** Unity, ASP.NET Core, Azure, Jenkins, Bash, Vulkan

## PROJECTS

### Blog Website for Piano Academy

- Developed a responsive blog website for a Piano Academy using ASP.NET Core and MySQL
- Deployed the application to Microsoft Azure, leveraging various Azure App Services for continuous deployment and high availability while optimizing cost-efficiency strategies
- Implemented Identity to effectively manage authentication and authorization

### Pokemon Classifier

- Developed a Pokemon image classification model using PyTorch, training on a custom dataset of over 5,000 images
- Leveraged CUDA acceleration for faster model training while reducing model overfitting, achieving an average loss of 0.02