

# CASEY KYUUNG CHA



(973) 489-1001



soulcasey@gmail.com



linkedin.com/in/soulcasey



https://soulcasey.github.io/

## EDUCATION

### New Jersey Institute of Technology

**Major: Electrical and Computer Engineering Technology**

**Minor: Game Development**

May 2025 GPA: 3.9

#### 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 PyTorch 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 with 500,000+ downloads using Unity, C#, and Socket.IO
- Developed high-performance algorithms to simulate various RNG-based casino scenarios
- Designed scalable, maintainable object-oriented game architectures using flowcharts, class diagrams, and modern design principles
- Engineered a robust cross-platform Jenkins CI/CD pipeline using Python, Bash, Groovy, and Ruby, reducing XCode build failure rates from 30% 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 capture 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

### 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 fine-tuning the model to reduce overfitting, achieving an average loss of 0.02

### 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
- Implemented Identity to effectively manage authentication