

HYUNSU (TINA) RYU

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UNIVERSITY OF SOUTHERN CALIFORNIA

Bachelor of Science,
Computer Science Games
May 2019 | GPA: 3.365

SKILLS

- C/C++
- Unity/Unreal Engine
- Java
- Python
- HTML/CSS
- JavaScript
- ReactJS
- Redux
- Adobe Premiere
- Maya animator
- C# (Unity)
- MYSQL/DATABASE
- Networking (server/client)
- Android development

LEADERSHIP

Director of Technology
@Trojan Marketing Group

Marketing/Design Director
@Girls in Tech

Programming tutor
@Joint Educational Project

Corporate & Student Affairs
Representative
@Society of Women
Engineers

Mentor and tutor
@Teens Exploring Technology

HONORS / AWARDS

- Disney Tech Behind the Magic GHC Scholarship
- USC Asian Pacific Alumni Association (APAA) scholarship
- Microsoft Scholarship Award
- Society of Women Engineers Scholarship
- Target Symposium hack-a-thon winner (\$1000)

WORK EXPERIENCE

SOFTWARE ENGINEERING INTERN, **GOOGLE**MAY 2018-AUGUST 2018

- Developed shortcut button on all editors in Drive using HTML, CSS, Javascript and Java.
- Implemented UI of the button using existing components in internal library and integrates the feature with editors in Drive through html templates and JavaScript controllers.
- Programmed button tooltip content to populate with user activity view status on hover by implementing JavaScript requester to send message to Java server endpoint, which generates graphs of appropriate data and builds and responds with a proto message.
- Handled the backend of the feature by starting and producing a graph and producer Module in order to get the user access history, organization and analytics policy, etc.
- Set up flags in Java to connect to the feature in order to control enabling or disabling it on different accounts.

SOFTWARE ENGINEERING INTERN, **WALT DISNEY STUDIOS**JANUARY 2018-MAY 2018

- Programs front end to make internal web tool for Disney's asset management system, using HTML, CSS, ReactJS, and Redux.
- Organizes states or the store of the application to run it effectively
- Modularizes code to separate reducers, actions, containers, API controllers, and component

ENGINEERING PRACTICUM INTERN, **YOUTUBE**MAY 2017-AUGUST 2017

- Worked on improving test code for the offline sharing feature for "YouTube Go"
- Produced detailed design documents to plan and construct efficient code.
- Programmed in python and java to run consecutive, automatic sharing tests between android devices to reduce connection flakiness.
- Created communication system between different apps on android devices and test code to improve latency and reduce test failures.
- Programmed a hashmap to store results of tests, where a result could be accessed by python test at any time.
- Connection test results success rate increased by 5%, and the number of 'unknown results' failure decreased by almost 30%, meaning more tests were able to run

MACHINE LEARNING/SOFTWARE PROGRAMMER, **NASA JPL**.....MAY 2016-AUGUST 2016

- Mapped the ontology and possible inputs and outputs of games (mostly classic Atari) to design a machine to learn and grow.
- Programmed a feature recognition part of the project, in which an AI robot, would be able to identify different elements on the screen while playing a game.

PROJECTS

ENGINEERING LEAD, **MERCIVE**..... AUGUST 2018-PRESENT

- Leads a team of 7 engineers to meet deadlines and deliverables by communicating with the director, producer, and design and art leads of the team.
- Programs in C# in Unity to build and gamify a concert experience in AR using HTC Vives and AR headsets, MIRA.
- Builds input abstraction layer for SteamVR to enable platform, controller, and headset switch functionality. Users can switch from SteamVR to Mira to keyboard and mouse as inputs.
- Builds networking system with Unity Photons API to network player position, rotation, health or enemy movement.
- Implements A star backtracking method to allow "artificially intelligent" enemies to find their different ways to the players.

PROGRAMMER, **CLICQUE**.....SEPTEMBER 2016-MAY 2016

- Programmed in Android Studio--implemented functionalities like the toolbar menu, swiping motion detector, and event-based actions (clicking the next button leads to a different screen).
- Collaborated to write a document of the project (30 pages), including high level requirements, technical specifications, and testing and deployment document

DEVELOPER/ENGINEER, **THE QUIET OF THE LEAVES**.....MAY 2016-JANUARY 2017

- Programs the mechanics for the PC game, *Quiet of the Leaves* in C# (Unity)
- Collaborates with seven other engineers and 13 others in various departments to develop and produce the 2D narrative game.