

Haneul Jung

Skills

- C++, Java, Python
- Git
- HTML5, CSS, JavaScript, PHP
- Adobe Photoshop

- MySQL, SQLite

Language | English, Korean

(minor) : Chinese, Japanese

Education

SEPT. 2017 – AUG. 2019

Computer Science: Game Design

University of California, Santa Cruz

Courses

- Game Design / Development Experience
- Advanced Programming
- Game AI
- Generative Design
- Game Systems
- Computer Architecture

SEPT. 2017 – AUG. 2019

Computer Science

Orange Coast College, Costa Mesa

Projects

Mr. Xtraordinary (2019)

LEAD PROGRAMMER / UI & UX DESIGN

- Implement and optimize gameplay features while communicating with programming team.
- Design and implement UI element. Constantly discussed with art team for aesthetic consistency.

RUNS (2018)

LEAD PROGRAMMER / UI & UX DESIGN

- Implement gameplay features, review and optimize the source code.
- Organize programmers and give feedback for technical issues.
- Visualize game data on screen by designing and implementing UI element

Experience

APR. 2018 – JUNE 2018 | JAN. 2019 – MAR. 2019

Tutor (Data Structures,

Foundations of Video Game Design)

University of California, Santa Cruz

- Assist students in lab with their assignment or projects.
- Grade student assignment and give feedback if needed