

Seyhyun Yang Game Developer

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SKILLS

Technical

- C++, C#, C
- Microsoft Suite
- MATLAB
- Unity
- Git
- English – Native
- Korean – Native

Production & Project Management

- Agile Methodology
- Waterfall Methodology
- Jira, Trello
- Confluence
- Sprint Reviews
- Postmortems

EDUCATION

University of Michigan

April 2022, Ann Arbor, MI

- Bachelor of Science in Engineering – Computer Science
 - ENGR 101 – Intro to Computers and Programming
 - EECS 280 – Programming & Intro Data Structures
 - EECS 203 – Discrete Math
 - EECS 281 – Data Structures and Algorithms
 - EECS 370 – Introduction to Computer Organization

RECENT GAMES

Dreamwillow – 30 Developers

Programmer, Designer – WolverineSoft Studio, Student Organization

- Designed structure of shop system, programmed and implemented the code, and iterated upon it as other designers gave feedback

Saved In The Edit – 4 Developers

Programmer, Lead Designer – 2020 Global Game Jam

- Designed and implemented data structures and timeline-based event system as the core mechanic of the game
- Designed the 3 levels, each using the 3 unique mechanics that had been developed in tandem., and challenging the players

EXPERIENCE

WolverineSoft Studio

September 2019 – April 2020, Ann Arbor, MI

Programmer

- Worked on the game Dreamwillow for a semester as a programmer, designing, writing, and implementing the code for the game's shop system in Unity.
- Aided younger studio members in learning C# and Unity
- Current Studio Labs Lead/Producer for Project Blue
- Designed ScriptableObjects and custom editors for designers to implement boss attacks without coding for Project Blue

Network Visualization Project Team

February 2020 – April 2020, Ann Arbor, MI

Programmer

- Working on visualization of social networks in Unity3D as a force-directed graph, designing data structures for nodes, and algorithms for representation of social network posts
- Used data generated by the Givitas social network platform to generate and iterate upon the visualization algorithms using Agile methodologies

Boosam Private Learning Academy, Jeju Campus

May 2019 – August 2019, Jeju, South Korea

Instructor

- Taught English Reading and Comprehension to approximately 150 high school students of varying age.
- Developed large amounts of academic material for use in class and homework for all 3 years of high school students.
- Acted as Adjunct Instructor for Advanced English Classes.

Jeju Industrial Testing and Research Center

January 2017, Jeju, South Korea

Internship

- Learned the process of stress testing industrial materials, and took part in industrial material testing.

ACTIVITIES

- WolverineSoft – Technical Lead
 - Created tutorials for inexperienced to gain experience in the basics of Unity
 - Held talks on advanced aspects of Unity and game design
- 8 Game Jams
 - Made small scale games in small project teams for each game jam, in 48 hour periods
 - Hosted Global Game Jam site as officer of WolverineSoft
- Casual Gaming Club – Event Organizer
 - Plan and host events so students can de-stress and relax after exams and projects

OBJECTIVE

Seeking an internship as a Game Designer or Programmer