

Work Experience

Software Developer

Unity Technologies

2020 - Present
Montreal, Quebec

- Developing software and tools for Unity's Automotive, Transportation, and Manufacturing (ATM) group to push the limits of real-time rendering.

Unity Team Lead

2019 - 2020

Senior Interactive Media Developer

2018 - 2019

Interactive Media Developer

2017 - 2018

INVIVO Communications Inc.

Toronto, Ontario

- Conceptualized, developed, and deployed two dozen AR/VR experiences and interactive installations for global pharmaceutical organizations.
- Led and managed a team of five developers through mentoring, facilitating knowledge transfer sessions, and conducting code and performance reviews.
- Optimized a HoloLens game which ultimately resulted in the company's acceptance to the Microsoft Mixed Reality Partner program (MRPP).
- Represented INVIVO and their clients at over a dozen industry events.

Graduate Research Assistant

KAIST

2015 - 2017

Daejeon, South Korea

- Designed and developed an AR game editor for the HoloLens and a collaborative AR interior design application for Project Tango devices.
- Conducted formal and informal evaluations to determine the usability and user experience of augmented reality applications.
- Published two full papers in international conferences and presented my work in South Korea, Japan, and the United Arab Emirates.

Tools and Systems Programmer

Digital Leisure Inc.

2014

Aurora, Ontario

- Constructed a pipeline to streamline and track the development of 3D art assets for the *Four Kings Casino and Slots*, which is available on Steam and the PlayStation Store.
- Utilized a combination of full-stack web development tools and game development skills to create the necessary in-game tools, plugins for Maya and Unity, and web reports for the pipeline.
- Collaborated with the art and design teams to determine and refine the necessary tools and features.

Education

Master of Science

Industrial Design
KAIST

2015 - 2017

Daejeon, South Korea

Bachelor of Information Technology (Honours)

Game Development & Entrepreneurship
University of Ontario Institute of Technology

2010 - 2014

Oshawa, Ontario

Languages

English
Cantonese
Korean

C#
C++
Java
Processing
HTML
CSS
JavaScript
PHP
SQL
Python
ActionScript 3.0

Technology

Adobe Illustrator
Adobe Photoshop
Adobe Premiere Pro
Git
Unity
Microsoft Office
Microsoft Visual Studio

ARCore
ARKit
Google Cardboard
Google Daydream
Vuforia

Android
Arduino
HoloLens
iOS
Mirage Solo
Oculus Go/Quest
Oculus Rift

Interests

Augmented Reality
Game Design
Interaction Design
System Design
Travelling
User Experience
Video Games
Virtual Reality