

Work Experience

Technical Lead

Prodigy Education

2024 - Present

Montreal, Quebec (Remote)

- Leading a game development squad behind *Prodigy Math*, a web-based MMORPG with over 6 million MAUs.
- Implemented gameplay features including a hard currency system, new membership tiers, a revamped in-game store, and seasonal battle pass updates—contributing to increased player retention and monetization.

Lead Software Developer

2023 - 2024

Senior Software Developer

2022 - 2023

Unity Technologies, Consumer

Montreal, Quebec

- Led an eight person development team in porting *Struckd*, a live mobile game with over 700,000 MAUs, to Windows and Mac while spearheading the adoption of technologies such as UI Toolkit, Unity Cloud Build, and more, to speed up developer velocity.

Senior Software Developer

2021 - 2022

Software Developer

2020 - 2021

Unity Technologies, Digital Twins

Montreal, Quebec

- Architected the camera and application state systems of *Forma Render*, creating a data-driven solution that is modular, reliable, and reproducible.
- Integrated cloud and network services to enable online render storage and real-time collaboration.

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 over two dozen AR/VR experiences and interactive installations for global pharmaceutical organizations.
- Contributed to the company's acceptance into the Microsoft Mixed Reality Partner Program (MRPP) by optimizing a HoloLens game.

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

French

C#

C++

TypeScript

JavaScript

Python

Technologies

Adobe Illustrator

Adobe Photoshop

Adobe Premiere Pro

Figma

Git

Jira

Unity

Unreal Engine

Microsoft Office

Microsoft Visual Studio

ARCore

ARKit

Google Cardboard

Google Daydream

Vuforia

Android

Arduino

HoloLens

iOS

Mirage Solo

Oculus Go/Quest

Oculus Rift