

JAEKYUN (Brandon) KANG

Hardware & Software Engineer, Gameplay Programmer

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EDUCATION

Carnegie Mellon University, Entertainment Technology Center (ETC), Pittsburgh PA
Master of Entertainment Technology May 2016

Soongsil University, Global Media, Seoul South Korea
Bachelor of Engineering Aug 2014

Relevant Coursework: Algorithm, Data Structure, Computer Graphics, HCI, and Physical Computing, Architecture 101, Media Art theory, Digital Storytelling

SKILL

Software: C/C++, C#, HTML5, Unity3D engine
Processing, Max/msp, vvvv, openFrameworks, Adobe Tools

Hardware: Arduino

PROJECT

SMALlab (Elizabeth Forward Middle School, Pittsburgh, PA) Feb 2015 ~ Jun 2015
Hardware / Software Programmer

- ETC client project that collaborate with 6 members including three programmer, two artist and game designer
- Involved in developing interactive educational games for students from 3rd to 8th grade using top-down view projector and 12 motion capture camera with three motion capture controllers
- Mainly worked on the gameplay programming and hardware platform pipeline

Building Virtual Word (ETC, Pittsburgh, PA) Aug 2014 ~ Dec 2014
Hardware / Software Programmer

- BVW is an ETC course that rapidly prototyped a unity3d game
- Collaborated with four to six members including a programmer, a sound designer and a 2D/3D artist within 2weeks
- Focused on gameplay programming including character control, physics movement, NPC AI algorithm and A* Pathfinding algorithm
- Developed touch-based game "*Book of fate*" that will exhibit at the *GDC 2015 Alternative controller exhibition*

Mobile Startup Korea Make -a-thon (Seoul, South Korea) Jun 2014
Hardware / Software Programmer

- Developed new IOT product called "um..bring me" with 3D artist and two programmer
- Designed and developed Bluetooth communications between Arduino and Android weather application
- Used 3D printer and laser cutter to make mock up umbrella handle

Human Cognition Conference Wearable Technology 2014 (Seoul, South Korea) Jun 2014
Hardware / Software Programmer

- Developed distance detective glove for the low vision people using ultra sensor, vibration motor and Arduino

The 1st Maker Fair in Seoul (Seoul Art Center) Apr 2012
Programmer / Producer

- Developed the Arduino program that controlled motors depends on the sound pitch using Max/msp and microphone

EXPERIENCE

Hellogeeks (Seoul) Oct 2013 ~ Nov 2013
Assisted in development of wearable module kit, programmed and designed LED patterns as a programmer

SmartEduToy (Seoul) Jul 2012 ~ Nov 2012
Won the Korea Startup competition and trained in the *Silicon Valley for Entrepreneurship program* as a Co-founder
Designed and programmed interactive toys for young children based on the iPad

2012 Entrepreneurship Training Program (San Francisco) Aug 2012 ~ Oct 2012
Learned Entrepreneurship from professor Tim Kosniks in Stanford University and participated several networking and workshop including Lean startup