Dongwoo Kim

◉ Seoul, Korea   ✉ kdw@dongwookim.net   🌐 www.dongwookim.net   in dongvvookim   ⭘ superjoy0502

Experience

Technology Director   *May 2024 – Apr 2025*
Cognitive Science and Artificial Intelligence Students' Association at U of T   *Toronto, ON (Hybrid)*
- Executive member of Cognitive Science and Artificial Intelligence Students' Association (CASA)
- Designed, developed, and maintained CASA's website using Astro, ensuring an user-friendly experience
- Managed merchandise operations, including inventory management and sales coordination
- Managed technological tools and software like Vercel, to optimize operations and digital presence
- Budgeted and monitored technology-related expenses, ensuring cost-effective solutions

Treasurer   *Sep 2023 – Apr 2024*
University College Residences   *Toronto, ON*
- Member of the House Council of Jeanneret House at Sir Daniel Wilson Residence
- Managed the collection and allocation of house fees, ensuring accurate record-keeping and accountability
- Oversaw the secure handling and protection of financial resources, maintaining transparency and trust
- Strategically utilized house funds to support community activities and address resident needs effectively

Community Administrator   *May 2020 – Dec 2022*
Semicolon;   *Republic of Korea (Online)*
- Administrative Member of *Semicolon;*, a community for teenage computer scientists
- Expanded the member count from 300 to 900+ through effective outreach and engagement strategies
- Fostered collaboration among members by organizing discussions and promoting shared projects
- Mediated conflicts to maintain a positive and inclusive community environment

Education

University of Toronto   *Sep 2023 – Present*
H.B.Sc. in Mathematics & Its Applications Specialist (Probability/Statistics)   *Toronto, ON*
- **Activities and societies:** Cognitive Science and Artificial Intelligence Students' Association
- **Coursework:** CSC148, COG250, MAT135, MAT136, PSY100, UNI101

Yonsei University   *Jun 2024 – Aug 2024*
Yonsei International Summer School   *Seoul, Republic of Korea*
- **Coursework:** ECO3101, ISM3520, IEE3108

Dr. Anne Anderson High School   *Sep 2021 – Jun 2023*
Alberta High School Diploma, Advanced Placement (AP)   *Edmonton, AB*
- **Honours with Distinction**
- **Activities and societies:** Broadcasting, E-sports, Peer Tutoring, Volunteering
- **Coursework:** English Language Arts 30-1, Social Studies 30-1, Mathematics 30-1, Mathematics 31, Computer Science 30, Chemistry 30, Physics 30
- **AP Courses:** Calculus AB, Chemistry, Computer Science Principles, Physics 1

Projects

Santa Run!   *Dec 2024*
- Independently designed and developed a 3D infinite runner game in Unity for Christmas
- Built all core game mechanics, such as player controls and obstacle interactions
- Utilized Shader Graph to create custom visual effects such as World Bending
- Applied Unity Universal Render Pipeline for optimization while maintaining graphical quality
- Published the game on itch.io, making it accessible to players worldwide
- Tools Used: Unity, C#, Shader Graph, Universal Render Pipeline

Hwanggyeong   *Aug 2023*
환경 (幻鏡) | "Hallucination Lens"   *Seongnam, Republic of Korea*

- Developed a 3D game inspired by Non-Euclidean geometry during a 3-day game jam with 2 teammates
- Designed and developed the core level, serving as the project's centrepiece
- Enhanced the atmosphere through custom lighting and post-processing techniques
- Scripted gameplay mechanics to ensure smooth progression and an engaging player experience
- Tools Used: Unity, C#, Git, ProBuilder, Universal Render Pipeline

River of Atmosphere | *github.com* ↗   *Aug 2023*
대기의 강   *Seoul, Republic of Korea*

- Developed a 2D strategic defence game with 4 teammates in a 24-hour game jam, won the Grand Prize
- Designed and built all game levels, creating engaging and visually coherent environments
- Scripted and managed level transitions and interactions for seamless gameplay progression
- Delivered a compelling presentation to judges, effectively showcasing the game's features and mechanics
- Tools Used: Unity, C#, Tilemaps, Git

DAAHS Esports Discord Bot | *github.com* ↗   *Oct 2021 – Jun 2023*
Dr. Anne Anderson High School (DAAHS)   *Edmonton, AB*

- Developed a Discord bot to manage the DAAHS Esports community, facilitating server management
- Designed and implemented a verification system ensuring secure onboarding of new members
- Built a Looking For Group (LFG) system, allowing users to create and manage gaming sessions
- Automated server moderation with tools for rule enforcement, role assignment, and status updates
- Optimized code structure for maintainability, implementing modular design patterns
- Tools Used: Java, Discord API, JDA, Gradle

Wekmung's Wacky Sword Crafting   *Aug 2022*
윅멍이의 우당탕탕 검 만들기   *Cheongju, Republic of Korea*

- Developed a 3D video game inspired by *Overcooked!* during a 3-day game jam with 4 teammates
- Designed and scripted gameplay mechanics, including player interactions, movement, and score system
- Iteratively tested and refined gameplay features, delivering a polished and engaging player experience
- Enhanced the game's visuals with post-processing techniques, creating an appealing aesthetic
- Tools Used: Unity, C#, Git, Universal Render Pipeline

LifeStealS | *github.com* ↗   *Dec 2021 – Aug 2022*

- Developed a Minecraft plugin for a competitive PvP survival mini-game
- Implemented gameplay mechanics such as health stealing, and phase-based progression
- Scripted player management systems, such as player respawn logic and world border adjustments
- Integrated robust event listeners to manage player interactions, disconnections, and penalties seamlessly
- Tools Used: Kotlin, PaperMC API, Gradle

Mailman of Consensus | *github.com* ↗   *Aug 2021*
교감의 집배원   *Republic of Korea (Online)*

- Developed a story-based 2D puzzle platformer game during a one-week game jam with 4 teammates
- Implemented key gameplay mechanics, including player movement, dialogue systems, and interactions
- Contributed to the development of multiple levels, ensuring engaging puzzles and coherent progression
- Debugged and optimized the game, resolving critical issues to ensure a smooth player experience
- Tools Used: Unity, C#, Git

COVID-19 Mobile App | *github.com* ↗   *Mar 2020 – Apr 2020*
& Canada COVID-19 Tracker | *github.com* ↗   *Edmonton, AB*

- Independently created an Android app to display real-time COVID-19 statistics in Canada
- Designed a user-friendly interface for intuitive navigation of public health information
- Utilized Python to scrape live COVID-19 data from websites and created an API for app integration
- Independently developed, tested, and deployed the app, ensuring accuracy and reliability of data
- Tools Used: Java, Android Studio, Gradle, Python

Infinite Homework   *Aug 2018*
- ○ Independently developed and published a mobile clicker game on Google Play
- ○ Designed engaging gameplay mechanics and implemented a progression loop to retain players
- ○ Gained experience in the full development cycle, from prototyping to deployment
- ○ Tools Used: Unity, C#, Google Play Console

Licenses and certifications

Level 1 Performance Analysis In Football   *Dec 2024*
Professional Football Scouts Association

Level 2 Talent Identification In Football   *Dec 2024*
Professional Football Scouts Association

Certified Professional: Programmer   *Dec 2024*
Unity

EE Playmaker by England Football   *Dec 2024*
The Football Association

Introduction Into Football Scouting   *Dec 2024*
Professional Football Scouts Association

1 Poom   *2016*
Kukkiwon (국기원)

Honours and Awards

Grand Prize   *Aug 2023*
23rd APPJAM

Honours with Distinction   *Jun 2023*
Dr. Anne Anderson High School

Envisioning the Future Award   *Jun 2023*
Dr. Anne Anderson High School

School Champion   *2022*
Hypatia Contest

Certificate of Distinction   *2022*
Hypatia Contest

Certificate of Distinction   *2021*
Cayley Contest

Gold Award   *2020*
APEGA Science Olympics

Skills

Languages: Korean, English

Soft Skills: Community Administration, Leadership, Event Production, Football Coaching, Mentoring, Performance Analysis, Presenting, Problem Solving, Talent Scouting, Teamwork

Coding Languages: C#, CSS, Gradle, HTML, Java, Javascript, Kotlin, Python

Technologies: Android Studio, Astro, Git, Java Discord API (JDA), PaperMC API, Unity, Vercel, Vue

Test scores

TOEIC: 940   *Jun 2024*
IELTS: 7.5   *Jul 2022*