

# Julia Hyeiwon Cho

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🌐 <http://hwcho.com/>  
📍 Toronto, ON, Canada



## SUMMARY OF QUALIFICATIONS

- Creative and enthusiastic Software Developer with artistic skills.
- 4 years of work experience as a software developer at different companies.
- Strong Skills in Web and Game Development and confident skills in various 2D/3D graphic programs.
- Successfully developed and released mobile games for Android and iOS using Unity and experienced in Augmented Reality development.
- Ability to quickly adapt to a new and fast-changing environment and eager to learn new skills.

### Skills:

*Programming Language:* C++, C#, C, Python, JavaScript, jQuery, Node.js, SQL

*Tools:* Git, Unity, GameMaker, LotusNotes, Photoshop, Maya, Blender, SketchUp

## EXPERIENCE

**Fortran Tranffic Systems Ltd.** Scarborough, ON

Jan 2019 – Current

*Jr. Software Developer/QA*

- Participated in ITS (Intelligent Transportation Systems) Web Application development using Node.js.
- Created DB (PostgreSQL) and backend functions to query and store real-time public transit status from different sources, and generate analytics for the given routes
- Developed automation scripts to track the daily status of each system and set up automated tests.
- Wrote various report template for TIBCO JasperSoft to provide Graphical/Texture reports on historical data.

**ZeMind Game Studio Ltd.** Toronto, ON

Sep 2017 – Dec 2017

*Mobile Game/Application Developer*

- Created a mobile game simulator as a testing tool for the company's upcoming trading card game using Unity and C# which reduced the testing time by 20% by automatically setting up the game for each round.
- Developed an AR application with Unity (C#) and Vuforia platform that displays interactive 3D contents which have successfully used in Adidas' Predator Launching event, and created a web page that announces the event.
- Designed and created a 2D mobile game for iOS, Farm Guard.

**BlueDot.** Toronto, ON

May 2016 – Aug 2016

*Web Developer*

- Created a responsive web site which contains the public release information about the company's upcoming app using HTML, JavaScript, jQuery, and Bootstrap library.
- Developed a C# function which interacts with DB in order to get the data that the user wants, and visualizes the data through graph and map.
- Wrote a script in C# that converts the data formats to .xlsx and .csv to allow the user to export the data and use it in excel.
- Worked on both frontend (with HTML and JavaScript/jQuery), and backend (with C#) of a MVC web application

**Kenna, Mississauga, ON**  
*Web Application Developer*

Jan 2015 – Apr 2015

- Developed and maintained websites for BASF Canada, one of the major clients of the company.
- Managed and fixed server and database bugs and improved data query speed and correctness.
- Participated in the development of a cloud service application that enables users to easily manage their clients.

**Edisoft Inc, Toronto, ON**  
*Software Developer*

May 2014 – Aug 2014

- Developed a cloud web service using MVC pattern and Entity Framework that provides ERP solutions to merchants.
- Retrieved and managed data in the database by writing a function in C# which executes responsible query to the database, and reduces the time for data retrieval by improving SQL query string.
- Enhanced a C# function that exports the data that user queried by expanding the possible export file format such as .xls, .xlsx, .json, and .csv.

**Mohawk College IDEaWorks, Hamilton, ON**  
*Software Developer*

Sep 2013 - Dec 2013

- Researched about medical imaging system (DICOM) and related technologies, and designed and developed a demo version of DICOM viewer using PHP and JavaScript.
- Wrote the code which allows the user to search and get data from the sample server with PHP.

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## EDUCATION

**University of Waterloo**  
Bachelor of Mathematics, Honours Computer Science

Sep 2012 – Dec 2018

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## PROJECTS

**Personal Website** : <http://hwcho.com>

Feb 2017 – Current

- Personal portfolio website created with html, css, JavaScript and jQuery.
- Responsive webpage that automatically fits to the device's size.

**FishingSnatching** (Mobile App)

July 2018

*Personal Project*

- 3D mobile game to snatch the fish out of the fishtank. Available for both Android and iOS.
- Modeled and rendered the 3D objects such as a cat and fishes in Maya, and game developed in Unity3D using C#.
- Working Log – **Bumkko's Developer Diary** (<http://hwcho.com/dbb.html>)
  - A serialize comic strip on the personal experience of developing the game.

**Farm Guard:Sheep Dog Edition** (Mobile App)

Dec 2018

*ZeMind Game Studio Ltd / Personal Project*

- A family-friendly 2D arcade game made with Unity for iOS, written in C#.

**Adidas Predator** (AR Application)

Nov 2018 – Dec 2018

*ZeMind Game Studio Ltd – Adidas Predator Launching Event (LA, United State)*

- Developed an AR application for iOS (iPad) with Unity3D with C# and Vuforia plugin for Augmented Reality.
- Users enter a small container with Adidas logo on their floor. When the Adidas logo was detected as a marker, 3D soccer player appears on the scene and a network call plays the background video on the wall.
- Wrote a code that detect the device's gyroscope and adjusts the models position in the screen, and implemented a button that slows down the model's animation and interact with server to also slow down the background video.