Daniel Oh

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EDUCATION

Chapman University, Orange, CA — Expected Graduation December 2027
Bachelor of Science in Computer Science — *3.75 GPA*
Minor in Game Development Programming

Relevant Coursework:

Programming Languages | Data Structures | Object-Oriented Programming | Systems Programming | Data Communication | Digital Logic Design | Foundations Design & Fabrication | Human Factors

TECHNICAL SKILLS

C# | C++ | Luau | Python | JavaScript | HTML | C | Unity | Unreal Engine | Jira | Git

PROFESSIONAL EXPERIENCE

Career Services Assistant | Fowler School of Engineering, Chapman University - Orange, CA *August* 2026 - Present

- Support the engineering school's career services lead with student career programming and outreach
- Post announcements for newly opened internships and career workshops to engineering students
- Design graphics and posters in Canva to promote career workshops and events
- Staff the career services table, answering student questions on career resources

Software Engineering Intern | BasGenBio - Seoul, South Korea *June - August* 2026

- Led development of Biobank Atlas, an internal map of 44 global biobanks for partnership research
- Owned the full data pipeline: registry schema, multi-pass verification, and build-time transforms
- Built a bilingual (EN/KO) frontend deployed on Cloudflare Pages behind a custom auth gate
- Contributed to the company's upcoming corporate site in Next.js and TypeScript across 5 languages

Intern | eKadence - Irvine, CA *June - August* 2023

- Proposed UX/UI improvements for eKadence's education workspace platform serving school districts, collaborating with other interns and staff to make the interface more student friendly
- Researched and suggested features to help mentors and students connect more efficiently
- Identified areas of the platform that could better support student use, then coordinated with programmers and managers to discuss changes

PROJECTS

Bomb Co. | C#, Unity *July* 2026

- Developed a bomb-defusal office game in Unity with a 7-person team for GMTK Game Jam 2026
- Implemented scene management for menu transitions and a level selection system
- Built a reusable drag-and-drop interaction system shared across the game's objects and minigames
- Designed a hold-to-grab pen mechanic where players scribble on paper to write and submit answers

The Darkroom | Unreal Engine 5, Blueprints *April - May* 2026

- Developed an atmospheric exploration game in Unreal Engine 5 using Blueprints as a solo project
- Designed a line-trace interaction system with dynamic widget prompts that update based on hover state
- Built a collectable item system paired with a checklist UI that tracks player progress through the room
- Added full controller/gamepad support alongside main menu, pause menu, and end screen flows

Unity.wav | C#, Unity *April* 2026

- Developed a Unity audio debugging tool with a partner, winning the Entertainment track at PantherHacks 2026
- Built a minimap system using a URP overlay camera stack to visualize active audio emitters in real time
- Created a GL-rendered screen-space direction visualizer that shows incoming audio sources relative to the listener
- Contributed to the spatial audio pipeline implementing physics-based occlusion and reverb via Sabine's formula

Jetpack Race | LUAU, Jira *June* 2025 - *Present*

- Developing a jetpack racing game in Roblox Studio with a 4-person team (builder, VFX artist, 2 programmers)

- Implemented cursor-directed jetpack flight by applying VectorForce to the player's HumanoidRootPart for responsive movement
- Collaborated with the VFX artist to sync dynamic flame effects with thrust, boost, and idle jetpack states
- Built a modular jetpack system that lets designers quickly swap stats and behaviors between jetpacks

Voltway | JavaScript, Gemini API, Express.js, Node.js, SQLite *April* 2025

- Engineered a Node.js and Express.js backend for a 24/7 AI procurement agent at Hacktech
- Integrated Gemini API to autonomously analyze datasets and automate inventory management
- Implemented an SQLite database to process client interactions and LLM data relationships
- Debugged cross-platform port conflicts to integrate the API and host the live application

Lost in the Shadows | C#, Unity *January* 2025

- Programmed entire code base in Unity for an eerie puzzle game for a 9-day game jam with the theme "Power"
- Created an electricity system by using line renderers as wires and represented power with a light source
- Independently developed a dynamic and interactive light-based puzzle with Unity's shading and lighting system
- Crafted 4 levels by utilizing multiple polygons for dynamic levels and scenes to transition between levels

Grapple Paws | C#, Unity *December* 2024

- Collaborated with a 13-person team of game developers, consisting of coders, artists, and sound designers
- Scripted C# code in Unity and created a 2D grappling game for a 7-day game jam with the theme "Momentum"
- Implemented realistic grapple physics using Unity's line renderer, rigid body forces, and custom spring physics
- Designed 4 interesting levels using a tile map system to flow smoothly with a 2D game
- Worked closely with artists to refine the theme and ensure visually cohesive player animations

Slice N Stack | C#, Unity *November - December* 2024

- Coded with C# in Unity and crafted a casual arcade game about slicing ingredients to gain points for a high score
- Developed the code base solo, working on scripting, art and sound design alone and through public resources
- Explored Unity's physics engine to apply realistic forces to objects, ensuring they move naturally through the air
- Added a high score system to introduce a casual but competitive aspect to the gameplay loop

ConcertLink | JavaScript, Firebase *September - November* 2023

- Built an Apple application connecting concert volunteers with elderly and low-income communities
- Worked with a small team of two other programmers similar in skill level to program different parts of the app
- Implemented user-friendly UI throughout the registration, administration screens, and user screens
- Built a robust popup notification system to inform users of request status and upcoming events

HomeworkAid | JavaScript, Firebase *September - November* 2022

- Applied JavaScript and Firebase with a team to produce an Apple application tasked with helping students manage/track their homework effectively
- Added a text communication system between the student and instructor parties, allowing conversations to happen about homework assignments and other tasks
- Created a system that allows for the student to add an estimated time each task may take, allowing the student to further be able to manage their time.

Giving Sprouts | Canva, Adobe *August* 2019 - *August* 2024

- Collaborated with other newsletter members to create newsletters based on activities and achievements made in that month. Used applications and websites such as Canva and Adobe frequently.
- Communicated and taught students through in-person and Zoom, allowing bonds to be formed and math/English to be taught. This required management skills and passion for each student to be successful.
- Served as a mentor for new tutors helping them become more comfortable in their roles. This allowed for future tutors to be more successful.

ACADEMIC AWARDS AND LEADERSHIP

Chapman University Provost List 2025, 2026
Presidents Volunteer Award (Silver) 2022, 2023, 2024
MCP (Medical Certificate Program) Certificate of Achievement May 2024