

Yohan Kang

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📁 WORK EXPERIENCE

Software Engineer, *Playbook3D*

Aug 2021 – Jan 2025

- *Technologies used:* **Unity, C#, Websockets, Blender, Python.**
- Developed a Unity package 📦 that processes images and videos through custom shaders and communicates with a backend server for generative AI modification, securing \$20k in funding.
- Developed core systems for a Unity-based XR design tool, including real-time cross-platform collaboration, hand tracking, and object interaction systems. Contributed to a 200% increase in user downloads.
- Created custom Unity editor windows and tools to improve development flexibility and productivity.
- Implemented a Blender add-on 📦 for generative AI-enhanced 3D renders using Python and ComfyUI, doubling user-generated renders to 6k within two weeks.

Coding Instructor, *Code for Fun*

May 2021 – Dec 2021

- *Technologies used:* **Python, Scratch.**
- Instructed classes of 10+ students at multiple levels in Python and Scratch programming languages.

📁 PROJECTS

Endless Runner Mobile Game, *Unity*

Jan 2025 – Ongoing

- Implementing an adaptive obstacle and coin spawning system to create engaging gameplay.
- Enhanced code architecture using multiple optimization techniques, including a factory pattern and object pooling, cutting load times by half.
- Developed a bootstrapper-based scene management system, improving debugging and testing efficiency by 50%(est.).
- Creating and modifying custom 3D models and textures in Blender.

ArceDex, *React Native*

Apr 2022

- Created a React Native Expo Pokémon mobile application that displays information for 1000+ Pokémon across 10+ unique tabs and pages.
- Used GraphQL to fetch data for 5+ separate categories from an API.

🎓 EDUCATION

BS in Computer Science, *University of Southern California*

Aug 2019 – Dec 2021

Los Angeles, CA

GPA: 3.77

🧠 SKILLS

Tools & Frameworks

- Unity
- Blender
- React
- React Native

Programming Languages

- C#
- Python
- JavaScript
- TypeScript