

SOPHIE HYUN

Engineer and Technical Producer

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EDUCATION

UNIVERSITY OF SOUTHERN CALIFORNIA, VITERBI SCHOOL OF ENGINEERING

Los Angeles, CA

B.S. in Computer Science Games, Minor in Video Game Production

FALL 2023-FALL 2028 (PROJECTED)

- Relevant Coursework: Game Design Workshop, Video Game Programming, Producing Interactive Projects, Video Game QA Management, Business & Management of Games, Interactive Systems Design, Algorithms and Theory of Computing

PRODUCTION AND LEADERSHIP EXPERIENCE

MR. BLADDER HAS TO GO! (USC AGP)

Los Angeles, CA

Technical Producer

MAY 2026-PRESENT

- Collaborated with the Lead Producer to define development milestones, document weekly team meetings, and organize teambuilding events for summer production
- Coordinated communication between engineering and production, relaying technical progress, evaluating project scope, and facilitating cross-departmental discussions
- Identified and escalated project blockers, actively resolving cross-team communication bottlenecks and personnel issues to keep development on schedule
- Structured QA pipelines by programming automated defect report systems and streamlining communication with Engineering for bug resolution
- Developed a Python bot utilizing Discord and Google Calendar APIs to automate team scheduling and notifications

THE ANIME CIRCLE

Los Angeles, CA

Lead Producer

AUGUST 2025-MAY 2026

- Spearheaded the end-to-end game production pipeline for a 20+ person team, driving international collaboration between students at USC and members of the Dimensional Lab circle based in China
- Established and enforced comprehensive development timelines using Discord and Google Sheets, successfully guiding the team through alpha and beta milestones in time for submission for the USC Games Expo.

TROJAN ANIME CULTURE

Los Angeles, CA

Treasurer

2026-PRESENT

- Managed the organization's financial accounts, tracked budgets, and spearheaded new fundraising initiatives to generate revenue for club events and LA excursions

ENGINEERING PROJECTS

VIDEO GAME PROGRAMMING (TAC 380) COURSE PROJECTS

January 2026-May 2026

- Engineered and delivered a new playable game prototype on a strict weekly development cycle, demonstrating rapid adaptability across diverse game genres and distinct design requirements
- Programmed core gameplay systems and mechanics using C++ using the SDL3 framework

IRON TESTAMENT

April 2024-May 2025

Technical UI Designer

- Managed the UI asset pipeline from conceptualization to engine implementation, troubleshooting frontend elements for an optimal user experience

SKILLS

- Project Management: Jira, Confluence, Notion, Sheets, Excel, Trello
- Programming: C++, C#, Python, Java, HTML/CSS, GitHub, Perforce
- Game Engines: Unreal, Unity, SDL3, Ren'Py