
Ryan Ham

UE Game Developer



ABOUT

Hi, I'm passionate UE game dev living in Seoul, South Korea. Looking an awesome game studio to work together!

Work Experience

Com2us (24.03 - 24.04)

- Experienced Com2us Blockchain division and it's native blockchain project XPLA
- Worked my final project for "Onboarding WEB2 games to WEB3 games using custom UE plugin"

Smart Contract Developer (22.10 - 24.02)

- Entrepreneur
- Worked in field of DeFi, RWA
- Authored a book "Crypto Hipsters" with collaboration with "Patridge Publishing Singapore"

Voronoi (21.08 - 22.09)

- Chemical compound detection through yolov5
- Image denoising by hierarchical clustering
- Converting compound images to SMILES sequence by image captioning

Educational History

Unreal Global Game Fellowship

24.12 - 25.01

- Received mentoring from EpicGames trainers
- Learned overall aspects of making a complete game

Seoul Software Academy (24.05 - 24. 11)

- Full scholarship
- Certified UE training program
- Learned essential UE game framework and how to make multiplayer game in C++ from EpicGames certified trainer

SNU AI (20.12 - 21.05)

- Full scholarship
- Learned Linear Algebra, AI/ML

KAIST EE (2014 - 2020)

- Majored in Electrical Engineering for a BS
- Participated school broadcasting club, VOK(14-16)

Awards

ETHCON (23.08)

- Opentrack 3rd
- Pitched to global crypto VCs as a team leader

KASI (2013)

- 1st Place
- Earned the ticket to join World Championship as a representative of Korea

Publish

CryptoHipsters

- Listed in global bookstores including Amazon, Barnes&Noble

Certificate

OPIC : IH Level

Projects

Timeflow Arena (25.01 - 25.02)

- Developed while participating UE Global Game Fellowship
- Includes Session System, Multiplayer Gameplay, Network play Optimization

Marscape (24.07 - 24.09)

- Personal Project
- Integrated NFT minting and coin transfer in-game
- Implemented different weapons & AI systems.

Contact

EMAIL

• jerryham07@gmail.com

PHONE

• (82) 10-5035-2815

Skills

C++, Git, UMG, BP, UE5, Python, Pytorch, Solidity, Dart, Flutter