Intern Connect

AI Engineer

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Github: www.github.com/internconnect

EDUCATION

University of California, Berkeley – Berkeley, CA

Bachelor of Science in Computer Science

Expected Graduation Date: May 2024

Cummulative GPA: 3.90/4.00

• Relevant coursework: Game Design and Mechanics, 3D Modeling and Animation, Game Engine Architecture

SKILLS

• Languages: C#, C++, Python, Lua, JavaScript
• Tools: Unity, Unreal Engine, Blender, Godot, Photon

EXPERIENCES

Game Developer Intern

PixelPlay Studios | San Jose, CA | Jan 2023-Mar 2023

• Collaborated with a team to develop a mobile game, achieving 100k downloads in the first month
• Optimized game performance, ensuring smooth gameplay across various devices
• Implemented multiplayer features using Photon, enhancing user engagement

Research Assistant

UC Berkeley Gaming Lab | Oakland, CA | Sep 2022-Dec 2022

• Developed a VR-based educational game, receiving positive feedback from educators and students
• Conducted user testing sessions, gathering insights to improve game mechanics and user experience
• Presented a seminar on 'Innovations in AR Gaming' to students and faculty

Game Design Intern

NexaGames | San Francisco, CA | Jun 2022-Aug 2022

• Assisted in designing game levels, ensuring a balance of challenge and engagement
• Collaborated with artists to integrate 3D models and animations into the game engine
• Documented game design processes and mechanics, aiding in team collaboration and consistency

PROJECTS

Space Explorer VR

• Designed and developed a VR space exploration game, offering immersive experiences to players
• Implemented realistic physics and controls, enhancing gameplay realism

Space Explorer VR

• Developed an open-world adventure game with a rich storyline and diverse characters
• Integrated dynamic weather and day-night cycles, adding depth to the game environment