

# Darren Tsung

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## Employment History

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### Software Engineer, Games

Dec 2016 – Present

Tangible Play (Osmo) – *Palo Alto, CA*

- Successfully reformatted a 30k LOC codebase by modifying a C# code formatter to work with Unity projects
- Improved code health by writing a custom threaded static analysis tool in Unity as a pre-code-review check
- Built and launched Osmo SDK, a Unity plugin that provides the computer vision / piece recognition as an API. Implemented C++ framework wrapper / security, analytics, refactored existing code to create a consolidated API
- Led the shared infrastructure team to ship regular shared releases with improved stability through QA cycles

### Software Engineer / Senior Software Engineer (C#, Unity3D, PHP)

Jan 2015 – Dec 2016

Storm8 – *Redwood Shores, CA*

- Created modular match-3 engine which runs 1000's of threaded simulated games in seconds to report win-rates and other statistics to GD (game design) while editing levels
- Reduced compile-time by 33% company-wide by independently researching and implemented optimizations
- Increased frame-rates by 200%+ on certain devices by implementing dynamic resolution downsizing completely controlled from server-side
- Developed reactivation system to send targeted incentives via push notifications to 400K+ inactive users monthly
- Implemented shared systems between games, including Timed Ordersets which led to an over 100% increase in ARPU (average revenue per user) and has subsequently been used in several other games

### Mobile Client Intern (Objective-C, Java)

May 2014 – Aug 2014

Electronic Arts (EA) – *Redwood Shores, CA*

- Designed and implemented a telemetry component which provided the team with statistics of API usage
- Automated fuzzy-testing edge cases by creating an Android application to parse user logs into sequences of API calls, reducing QA testing time and increasing stability

## Personal Projects

Many more projects and images can be found at <http://www.darrentsung.com/projects.html>

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### Dojo You Didn't (C#, Unity3D)

- Mobile rhythm-battle game where players tap with the beat to land powerful combos against opponents
- Placed in top 5 out of 40+ teams in a 48-hour Cartoon Network Game Jam with \$48,000 in prizes

### Cloudface (C#, Unity3D)

- 2D puzzle-platformer with over 120,000 views on development blog at Tigsources

### Takeover (iOS, cocos2d-iphone)

- Mobile strategy game, placed 2nd and received \$1,500 at a semester-long University sponsored competition

### Medium Articles (<http://www.darrentsung.com/writing.html>)

- Series of informative articles about Unity with over 10k views

## Skills & Interests

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**Languages:** C#, Php, Objective-C, C++/C

**Other:** Unity (3+ years), Unity editor tools, shaders, chatbots, VR, game jams

## Education

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**University of California Berkeley**

Aug 2012 – Dec 2014

B.A. Computer Science