

# DARREN TSUNG

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## EMPLOYMENT HISTORY

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**Mobile Client Engineer** – Electronic Arts (EA)

May 2014 – Aug 2014

*Redwood Shores, CA*

- Developed internal iOS tool for inventorying and tracking mobile development devices
- Designed and delivered a telemetry component which provided the team with sampling of code usage and monitored, in real-time, services that the platform rely upon
- Created an Android application to parse QA logs into templates, mimicking the structure and format of user events, in order to generate consistent event sequences for testing purposes
- Resolved a critical bug for The Simpsons: Tapped Out, the 2<sup>nd</sup> largest EA mobile game, which was previously causing over 16,000 crashes a day

**Network Access Control Programmer** – Residential Computing Services

June 2013 – May 2014

*Berkeley, CA – University of California at Berkeley*

- Built new network flows so that firewall rules change without need for user input
- Rolled out updates and design changes to captive portal system present in all residential wireless networks
- Packaged wireless-authentication system for subsequent release on the university's open-source project page
- Maintained Apache, Squid, and NAC services for wireless network users
- Designed workshops to teach students configuration for home routers (DHCP / Caching) and Regex

## PROJECTS

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**Coconut** – Author | Objective-c entity-component library for cocos2d-swift (*Obj-c, cocos2d-swift*)

**Takeover** – Author | Fast-paced strategy game (*iOS, cocos2d-iphone*)

- Placed second at a local mobile game development competition

**WorkTime** – Author | App that lets you visualize cost as time at work (*iOS*)

**Wuff** – Front-end Developer and UI Designer | *Fast event planning and invitation app (iOS)*

- Managed scope and technical responsibilities for front-end team

**Breadcrumbs** – Developer | Global Game Jam (GGJ 2014) entry (*Unity*)

**Raytracer** – Developer | Renders a scene using rays, also does depth of field and texture mapping (*C++, libpng*)

**Inverse Kinematics (IK) Solver** – Developer | Finds solutions for 4+ segments to reach a target using Jacobian method (*C++*)

**Bezier Surface Adaptive & Uniform Tessellation** – Developer | Approximating curved surfaces with triangles (*C++*)

**Perlin Noise Generator with Sin-Wave Vertex Shader** – Author | Random noise generator & visualizer (*C++, OpenGL*)

## EDUCATION

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**University of California Berkeley**

Aug 2012-Dec 2014

B.A. Computer Science

GPA: 3.75

Relevant Coursework: Computer Graphics, Communication Networks, Computer Security, Linear Algebra and Differential Equations, Discrete Mathematics and Probability Theory

## SKILLS

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Languages: Objective-C, C++/C, Java, Python, Javascript

Other: Game development, mobile application development, prototyping and design

## EXPERIENCE AND LEADERSHIP POSITIONS

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**Upsilon Epsilon Pi (Honors CS Organization)** – Professional Development Chair

May 2014 – Present

*Berkeley, CA – University of California at Berkeley*

- Developed professional skills of students by hosting info-sessions and hackathons