Darren Tsung

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Employment History

Storm8 - *Software Engineer*   Jan 2015 - Present
Redwood Shores, CA
- Developed scalable push notification handling system that schedules notifications for 200K+ users everyday
- Converted a feature that had been previously been re-implemented four separate times into a shared module-based system on client and server; the new system allows games to fully customize this feature and eliminates the need for future re-implementations
- Drove team transition to user-story test driven sprints, increasing test case coverage

Electronic Arts (EA) - *Mobile Software Intern (Digital Platform)*   May 2014 - Aug 2014
Redwood Shores, CA
- Developed internal iOS tool for tracking QA devices with barcode scan instead of manual spreadsheet updates
- Created tracker component that game teams can use to receive real-time status and error logs
- Created Android application to parse QA logs into templates to automate fuzzy-testing edge cases, reducing QA time and increasing stability

Projects

More projects, images, and attributions can be found at http://www.darrentsung.com/projects.html

Cloudface *(C#, Unity)*
- 2D puzzle platformer with over 120,000 views on the development blog at Tigsource

Atom Packages *(coffeescript)**
- Various plugins written for the open-source Atom text editor
- Jump to definitions based on regex, keep track of file switching history, etc.

Storm8bot *(coffeescript)**
- Internal company slackbot that can push server code, remind teams of stand-up, tell you what's for lunch / dinner and let you know when it arrives

Jellyquest *(iOS, cocos2d-iphone)*
- 2D casual arcade mobile game where you play as a Jellyfish dodging obstacles in the sea
- Made a custom entity-component-system to modularize the game logic

Takeover - (iOS, cocos2d-iphone)*
- Fast-paced mobile strategy game that placed second and received $1500 in a University sponsored mobile game development competition

Raytracer (C++, libpng)*, **Inverse Kinematics (IK) Solver** (C++)*, **Bezier Surface Adaptive and Uniform Tessellation** (C++)*, and **Perlin Noise Vertex Shader** (C++, OpenGL)*

* - a public repository on my github (https://github.com/darrentsung)

Skills and Interests

Languages: C#, PHP, Objective-C, C++/C; **Other:** Unity, Unity Editor Tools, Shaders, Mobile, Game Jams

Education

University of California - Berkeley   Aug. 2012 - Dec. 2014
B.A. Computer Science