

DARREN TSUNG

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EMPLOYMENT HISTORY

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 2nd 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

JellyQuest – Author | In-progress action game built alongside **Coconut** (iOS, cocos2d-swift)

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

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

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

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

EXPERIENCE AND LEADERSHIP POSITIONS

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

May 2014 – Present

Berkeley, CA – University of California at Berkeley