DARREN TSUNG

darrentsung.com | (310) 900-1267 | darren.tsung@gmail.com

EMPLOYMENT HISTORY

Mobile Client Engineer – Electronic Arts (EA)   May 2014 – Aug 2014
Redwood Shores, CA
- Developed internal iOS tool for inventory purposes and to track 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, 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

Coconut – Author | Entity-component system library for cocos2d-swift *(iOS, 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 | Algorithms for splitting curved surfaces into 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
- Developed professional skills of students by hosting info-sessions and hackathons