
Game Development Experience

Sling and Fling

Oct 2022 — Nov 2022

Programming

- Prototype mechanics and then push to production
- Communicate and collaborate with a team of 13 people over 5 departments
- Use Git, Trello, and Design Milestones for effective development and organization

Curve Pong — Ludum Dare 51

Sept — Oct 2022

Programming, VFX, UI/UX, SFX

- Programming in C#, creating an Event Manager along with other scripts
- Implemented Post Processing Effects and additional VFX/Shaders
- Designed, implemented, and styled User Interfaces
- Collaborated with 3 team members to create a game in 72 hours for the Ludum Dare Game Jam

PSYCHEDELICA

Sept 2022 — Present

Solo Developer

- Design, test, and iterate game mechanics and features
- All programming work, using GDScript in the Godot Engine
- Heavy use of Shaders written in GLSL

Dialogue System — Unreleased Detective Game

June 2022

Solo Developer

- Written in GDScript for Godot
- Parse and display JSON dialogue files
- Supports branching paths, questions, and BBCode
- Supports multiple languages, multiple fonts (dyslexia), and font sizes for accessibility

Reflection

June — July 2019

Lead Programmer, Designer

- Programming most main game mechanics in C#
- Collaborative design work with four team members
- Merge assets from all disciplines into the project

Various Custom Maps

2016 — 2020

Solo Designer

- Greybox and prototype level layouts and designs
- Playtesting and quick iterations to improve gameplay
- Created with Hammer for Source Engine games (Counter Strike)

Activities

Video Game Development Club: Project Team Member

Fall 2022 — Winter 2022

Gaming for Visually Impaired Players — Undergrad Research

Fall 2021 — Present

Cyber @ UCI — Cybersecurity Club: Internal Vice President

Fall 2022 — Present

Cyber @ UCI — Cybersecurity Club: Secretary

Fall 2021 — Spring 2022

Skills

Languages

Fluent in English, Beginner French

Programming

C++, C#, C, Java, GDScript, Python, Lua

Tools & Software

Unreal Engine, Unity, Godot Engine, Git, Trello, Visual Studio

Education

University of California Irvine, Computer Science

2020 — Expected Graduation 2024

Full time student studying computer science with a computer networks specialization. GPA of 3.472.

Inderkum High School, International Baccalaureate

2016 — 2020

Graduated with an IB Diploma, Summa Cum Laude, Golden State Seal Merit Diploma, and a GPA of 4.692.