
Education

University of California Irvine, *Bachelors in Computer Science*
Computer networks specialization in the Computer Science program

2020 — Expected Graduation 2024

Skills

Programming	C++, C#, C, Java, GDScript, Python, Lua, Unreal Blueprints
Tools & Software	Unreal Engine, Unity, Godot Engine, Perforce, Git, Airtable, Trello, Visual Studio

Selected Game Projects

Lambda Squadron

January 2024 — Present

Gameplay Programming, Design — Solo Project

- 3D aerial combat game with a queer narrative, created in Godot
- **Physics-based plane controller** using lift, drag, and G-forces
- Wrote **design document during pre-production** to **mitigate redesigns** and create an **efficient timeline**
- **Accessible design** with multiple font options and user-changeable colors
- Inheritance and component design for different entity types

Project Ether

Apr 2023 — Sept 2023

Lead Programmer, AI System, System Administrator

- 3D action stealth game with diverse characters and developers
- Implement Guard AI using **Unreal Behavior Trees and Blueprints**
- Created **flexible AI Patrol Path editor tools** which **sped up level design iteration**
- Used **Airtable** to **manage programming team of 3** with **Scrum** framework
- Hosted and administrated team **Perforce** server

Curve Pong — Ludum Dare 51

Sept 2022 — Oct 2022

Programming, UI/UX, SFX

- Pong with updated visuals and extra mechanics created for Ludum Dare
- **Core systems programming in Unity using C#**
- Design, implemented, and styled UI
- Created in 72 hours with 3 team members

Sling and Fling

Oct 2022 — Nov 2022

UI Programming

- Top down 3D action game using magnet physics
- **UI design and implementation in Unity**
- Communicated and collaborated with team of 13 people in 5 departments
- Used **Git and Trello** for effective production and organization

Activities

Video Game Development Club — Programming Officer

Spring 2023 — Present

Teach programming topics such as optimization, architecture fundamentals, and tools such as Unity and Godot. Mentor club game projects and organize club events.

Cybersecurity Club — President

Fall 2021 — Present

Host workshops to teach cybersecurity skills such as network analysis and web exploitation. Host competition environments for over 50 members. Organize and delegate tasks to board members. Facilitate collaborations between university organizations.

Gaming for Impaired Players — Undergrad Research

Fall 2021 — Present

Develop and test novel devices for interacting with digital environments. Research use cases for impaired players and fine motor skill training.