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## Game Development Experience

### PSYCHODELICA

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

### Curve Pong — Ludum Dare 51

Sept — Oct 2022

*Programming, VFX, UI/UX, SFX*

- Programming in C#, creating an Event Manager along with other smaller 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

### 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 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)

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## Activities

Video Game Development Club: Project Team Member

Fall 2022 — Present

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

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## Skills

### Languages

C++, C#, C, Python, GDScript, Lua, Java,  $\text{\LaTeX}$ , Markdown, HTML

### Tools & Software

Unity, Unreal Engine, Godot Engine, Git, Adobe Photoshop, Blender

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## Education

### University of California Irvine, Computer Science

2020 — Expected Graduation 2024

Full time student studying computer science with a computer networks specialization.

### 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.