

Sunny Doan

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EDUCATION

San Jose State University, B.S. Computer Science

GPA: 3.85 | Dean's Scholar

San Jose, CA

(Expected May 2027)

Club Activities: Game Development Club

Relevant Coursework: Data Structures & Algorithms, OOP, Software Engineering, Game Studies

De Anza College, A.S. Computer Science

GPA: 3.89

Cupertino, CA

Aug. 2022 – Jun. 2024

TECHNICAL SKILLS

Unreal Engine 5 | Godot | Aseprite | Blender | Python | C++ | Java | Git

PROJECTS

Requiem Paranoia

Club Project

Technical Designer | (Unreal Engine 5)

September 2025 – Present

- Collaborates with a 10+ member team of developers and artists to create a first-person horror game.
- Prototyped flashlight interaction system, iterating on intensity and range based on playtester feedback.
- Designed a universal interact interface enabling designers to make any object interactable.
- Developed a reusable text rendering blueprint that displays interactive, letter-by-letter text, enabling designers to rapidly implement 30+ in-game notes with no additional engineering support.
- Engineered a focus-detection camera controller that monitors object gaze time (via line traces) and adjusted camera orientation and FOV, refining transition timing across 3+ internal playtests.
- Built camera shake to simulate bus vibration; tuned randomness and intensity based on player feedback, increasing realism and narrative tension.
- Built a fully functional combination lock puzzle system, including dial-rotation logic, code validation, and event broadcasting for designers to hook into animations (e.g., opening trailer door).

Roblox Game Jam – (Medieval Joust)

Solo Project

(Roblox Engine)

October 2025

- Won 3rd place (\$240) in a 48-hour game jam by designing a complete multiplayer jousting prototype.
- Implemented mounted combat by spawning each player with a dedicated horse instance.
- Balanced horse speed, charge timing, and lance reach through 3+ rapid playtest rounds to improve pacing, readability, and competitive fairness.

Space Janitor

Solo Project

(Godot, GDScript, Aseprite)

July 2025

- Designed and prototyped a space-themed collection game.
- Implemented core gameplay systems including physics-based movement, item collection logic, UI scoring feedback, and responsive player input.
- Created all art assets, including characters, props, tilesets, and VFX.

Player Controller Prototype

Solo Project

(Godot, GDScript)

June – July 2025

- Built modular player movement systems (sprinting, crouching, velocity-based motion) using kinematic bodies and raycasting.
- Implemented a physics-based object interaction system allowing players to pick up and adjust item distance.

NCAE Cyber Games

Team Competition

(Linux, VMs)

March 2025

- Led a 4-member cybersecurity team representing San José State University, placing 4th in the NCAE Regional Competition by completing 15+ cryptanalysis challenges within a 7-hour window.