

# 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

(Unreal Engine 5)

Team Project

September 2025 – Present

- Collaborating with a cross-functional team of 10+ developers and artists to create a first-person horror game.
- Implemented interactive flashlight system, pickup UI prompts, and floating dialogue blueprint system to enhance player immersion.
- Created a procedural camera controller that detects player focus via line tracing and dynamically alters FOV to drive narrative.
- Engineered camera shake and timeline-based events to simulate bus vibration and environmental realism.

### Roblox Game Jam – (Medieval Joust)

(Roblox Engine)

Self-Directed Project

October 2025

- Prototyped a multiplayer jousting game in Roblox Engine featuring mounted combat and procedural horse spawns.
- Implemented core combat interactions and physics-driven lance collisions before the final submission deadline.
- Earned 3rd place prize (\$240) at the club's 2-day game jam.

### Space Janitor

(Godot, GDScript, Aseprite)

Personal Project

July 2025

- Designed and programmed a space-themed collection game prototype using Godot and Aseprite.
- Implemented player input, scoring, and collection mechanics through GDScript and physics nodes.
- Developed and designed assets for environmental systems, character and object models, and visual effects.

### Player Controller Prototype

(Godot, GDScript)

Self-Directed Project

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.

## OTHER EXPERIENCES

### NCAE Cyber Games

(Linux, VMs)

Team Competition

March 2025

- Led a 4-member cybersecurity team representing San Jose State University to 4th place in NCAE Regionals, solving 15+ cryptanalysis challenges within 7 hours.