

TECHNICAL SKILLS

Programing:	C++ (3 years), C# (2 years), C (1 year), Python (1 year)
Game Development:	Unity, Unreal Engine
Networking:	.Net, Node.js
Testing:	Unit Test, Junit
Utilities:	GitHub, Trello, Jira
Visual Design:	Photoshop, Blender, Aseprite
General:	Algorithm, Data Structures

EXPERIENCE & PROJECTS

May 2020 – September 6th, 2021

Rouges` Tales | Oregon State University Game Society | Corvallis, OR (team of 4)

- Designed and programmed graphics, sound, interface, and scripts using C# with Unity.
- Earned complete understanding of building a game, starting from creating the documentation using Google docs to publishing in the Google Play.
- Learned game design features for creating a satisfying combat system, and user experience.
- Practiced in remote development using GitHub and CI.
- Developed team leadership skills by managing roles and tasks among team members.

January 2020 – May 2020

Game Club Network Team | Oregon State University Game Society | Corvallis, OR (team of 3)

- Created network system for a local Unity game project, server, and client using C# and .Net.
- Implemented server/client communication in a Unity game.
- Developed communication skills to effectively work with other project sub-teams.

October 2019 – present

Student Worker | Oregon State University Housing & Dining | Corvallis, OR

- Developing customer communication skills at cashier worker position.
- Learning critical situation thinking, problem-solving at peak attendance work.

EDUCATION

- Sep 2019 – Expected May, 2023 **Oregon State University**, Corvallis, OR
BS in Computer Science, current GPA 3.97 / 4.0

AWARDS & ACKNOWLEDGES

- Sep 2019 - Aug 2020 | Fall - Summer Honor Roll of Oregon State University.
- Apr 2020 | Student Worker Promotion to Students teaching Position.
- Udemy UE4 C++ developer certificate.

HOBBIES

Creating and designing characters, hosting D&D and Pathfinder games, playing Volleyball.