HARDWIN BUI

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Unity3D and Web Developer

hardwin-b HardwinBui

TECHNICAL SKILLS

Languages C/C#, Java, Javascript, HTML, React Native, Django

Software Unity Game Engine, Android Studio, GitHub

EXPERIENCE

Glitch Escape — Programmer *Jan 2020 - June 2020, Santa Cruz, CA*

- Aided the development of an action platformer game on Steam using Unity3D and C#
  - UCSC Sammy Award for Design Innovation
  - Team of sixteen, seven of whom are programmers
- Cooperated with writing and art team to create the dialog system and in-game cutscenes
  - Used Yarn Spinner for the dialog system
- Collaborated with programmers to handle game functionality and troubleshooting

Miyoka — Full Stack Support Engineer Intern *June 2019 - Sept 2019, San Jose, CA*

- Developed web app for classical music using HTML, JavaScript, Python, Django, and React
- Cooperated with another front engineer in programming the user interface
- Collaborated with three other backend engineers in designing and developing a database to store songs and playlists generated for a user using machine learning

PROJECTS

Two Steps Forward *July 2019 - June 2020*

- Developed a 2D combat-based action game using Unity3D and C#
  - Featured in the SGDA Student Games Showcase 2020
- Designed an abstract data structure for the player and enemies
- Organized scripts so that almost everything is updated through one script
- Created a boss AI that would pick random sets of actions and act based upon it

Our Roost *Dec 2016 - July 2018*

- Developed a turn-based action JRPG using Unity3D and C#
- Implemented serialization to save data between play sessions
- Established data organization for character data, skills, and items

Tien Len Card Game *Aug 2018 - Oct 2018*

- Developed a website hosting a multiplayer card game using HTML, node.js and socket.io
- Established communication between server and client during to advance the card game

EDUCATION

Bachelor of Science: Computer Science June 2020

University of California, Santa Cruz GPA: 3.72

Minor in Applied Mathematics