

# HARDWIN BUI

Unity3D and Web Developer

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 hardwin-b  HardwinBui

## TECHNICAL SKILLS

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

**Software** Unity Game Engine, Android Studio, GitHub

## EXPERIENCE

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**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

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**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 architecture for players and enemies
- Refactored code multiple times with further abstraction to produce clean and concise code
- Handled gameplay programming using an agile process and repeated external playtests

**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

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Bachelor of Science: Computer Science

June 2020

University of California, Santa Cruz

GPA: 3.72

Minor in Applied Mathematics