Henry Chung

Coquitlam, BC | +1-778-322-3951 | tongsik98@gmail.com | https://www.linkedin.com/in/henry-chung-cs/ | https://github.com/HenryChung98 | https://henry-chung-3d-portfolio.netlify.app/

GAME DEVELOPER

A Computing Science diploma program student at Douglas College with a concentration in game development; Designed and developed engaging video games using programming languages like C# and industry-standard game engines such as Unity and Unreal Engine. Created immersive game mechanics, intuitive user interfaces, and robust game logic to enhance the player experience.

TECHNICAL SKILLS

Operating Systems: MacOS, Windows

Development Environments: Visual Studio Code, Visual Studio, Jupiter

Languages: C, C++, C#, Python, JavaScript, TypeScript, PHP

Libraries, Frameworks: Express, NextJs, Django, React, Numpy, Pandas, SDL, R3F, Tailwind CSS

Database Tools: MongoDB, SQLite, MySQL

Game Engines: Unity, Unreal Engine

Soft Skills: Problem Solving, Time Management, Debugging, Programming, Code Review

EDUCATION

Diploma: Computing Science   **December 2025**

Douglas College – New Westminster, BC

- ❖ **Relevant Courses:** Computer Game Development I(A+), Computer Game Development II(A+)
- ❖ **Key Projects:**
  - **Mouse Accuracy Training Game**
    - o Developed using **C++** and **SDL** library and implemented target(resizable, movable) generation at random positions to enhance **mouse accuracy**, **reflexes** for shooting game skill.
  - **Infinite Scroll Game**
    - o Generate blocks infinitely with random background objects, obstacles and coins until player dies.
    - o Implemented **smooth player transitions** and **camera oscillation** when player hits obstacles.
  - **Meta Quest Link VR Game**
    - o **continuously spawning enemies** with health bars.
    - o Implemented **hand gesture animations** for actions like grabbing weapons and interacting with objects.
    - o Implemented a **recall function** for grab component to enable **efficient object retrieval**.

- **Shooter Game**
  - Developed a mission to find a vaccine while battling waves of zombies.
  - Designed **multiple interchangeable weapons**, each with **unique animations** and attack methods.
  - Added **Easter eggs** to enhance exploration and implemented **dynamic enemy spawning** with health condition bars.

PERSONAL PROJECTS

- **Level Devil Clone Game (Challenging Stage-Based)**
  - Created a **2D platformer** with **challenging and unpredictable traps** and obstacles.
  - Designed **multi-stage-levels**, requiring **skillful timing** and **strategy** to progress to the next stage.
- **Rotation Rush (Infinite scroll game)**
  - Developed a **3D platformer** with **infinite scrolling**, dynamically generating obstacles and items to increase the player's score.
  - Implemented **camera view switching** and ensured proper **item** and **obstacle positioning** relative to the camera for a smooth player experience.
  - Applied **character animations** based on movement command inputs, enhancing the visual appeal and responsiveness.

GAME JAMS

- **Vancouver Global Game Jam (Theme: Bubble) - 2025**
  - Developed a **2D Platformer game** inspired by **chat bubbles**, where the player gains abilities such as jumping, crouching, and pushing objects by interacting with NPCs.
  - Focused on implementing **player movement** using **Unity** and **C#.**
  - Collaborated **6 teammates**, utilizing **Github for version control** and **agile development**.

WORK EXPERIENCE / VOLUNTEER

Media Production Team Member   **January 2024 - Present**
Vancouver Dream Church

  - **Captured photographs and videos** of events and organized them on the church server.
  - **Created promotional videos** using **Premiere Pro** to enhance the church's media presence and encourage event participation.

Cook   **September 2022 – May 2023**
Togo Sushi

  - Streamlined ingredient preparation and meal cooking processes to managing time.
  - **Communicated with colleagues** to coordinate tasks and **support team members**.

Server   **May 2022 – August 2022**
Sushi Oyama

  - Provided **customer support** and **resolved issues**, such as handling incorrect orders in a busy environment, enhancing user satisfaction through effective communication.
  - **Managed** and **optimized delivery orders** while paying close attention to detail across multiple delivery channels.