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 2-year Computing Science diploma program student at Douglas College with a concentration in game development; Designed and developed engaging video games using programming languages(C++, C#) and game engines(Unity, Unreal); Created game mechanics, including user-friendly interface, game logic

TECHNICAL SKILLS

Operating Systems: MacOS, Windows

Development Environments: Visual Studio Code, Visual Studio, Jupiter

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

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

Database Tools: MongoDB, SQLite, MySQL

Game Engines: Unity, Unreal

Soft Skills: Problem Solving, Time Management

EDUCATION

Diploma: Computing Science   **April 2025**

Douglas College – New Westminster, BC

- ❖ **Relevant Courses:** Computer Game Development I(A+), Computer Game Development II
- ❖ **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 Developed using Unreal Engine to 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.
    - o Implemented best score saving system and shopping system using game money.
  - **VR Game**
    - o Developed using Unreal Engine, with enemies that spawn continuously and have health condition 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.

PERSONAL PROJECTS

Level Devil Clone Game (Challenging Stage-Based)
- o Created a 2D platformer with challenging, unpredictable traps and obstacles using Unity.
- o Designed levels with multiple stages, requiring skillful timing and strategy to progress to the next stage.

Flappy Bird Clone Game
- o Implemented game mechanics including obstacle generation, collision detection, and score tracking using Unity and built it as an application.

Rotation Rush (Infinite scroll game)
- o Created 3D platformer that generates obstacles and items, which increase the score and switching camera view.
- o Implemented the setting appropriate item, obstacle positions according to camera switching.
- o Applied animations to the character based on movement command inputs.

WORK EXPERIENCE / VOLUNTEER

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

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

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

- o Streamlined ingredient preparation and meal cooking processes to effectively managing time.
- o Communicated with colleagues to coordinate tasks and support team members in a busy environment.

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

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