

Henry Chung

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GAME DEVELOPER

In progressing a 2-year Computing Science diploma program 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, Matplotlib, SDL, R3F, Tailwind
Database Tools:	MongoDB, SQLite
Game Engines:	Unity, Unreal
Soft Skills:	Problem Solving, Time Management, Teamwork

EDUCATION

Diploma: Computing Science **April 2025**

Douglas College – New Westminster, BC

Relevant Courses: Computer Game Development I(A+), Computer Game Development II

Key Projects:

- **Auction Website (Role: Backend Developer)**
 - Developed REST APIs and managed MongoDB database and implemented user authentication and bidding logic.
- **Mouse Accuracy Training Game**
 - Developed using C++ and SDL library and implemented target(resizable, movable) generation at random positions to enhance mouse accuracy, reflexes for shooting game skill.

INDEPENDENT PROJECTS

Created Outside of Course

Level Devil Clone Game (Challenging Stage-Based)

- Created a 2D platformer with challenging, unpredictable traps and obstacles using Unity.

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- Designed levels with multiple stages, requiring skillful timing and strategy to progress to the next stage.

Flappy Bird Clone Game

- Implemented game mechanics including obstacle generation, collision detection, and score tracking using Unity.

WORK EXPERIENCE / VOLUNTEER

Server

May 2022 – August 2022

Sushi Oyama

- Provided customer support and problem-solving skills such as handling a wrong order in a busy environment, enhancing user experience and satisfaction through communication and resolution of issues.
- Managed and optimized delivery orders, paying close attention to detail while handling multiple delivery channels at once.

Cook

September 2022 – May 2023

Togo Sushi

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

Media Production Team Member

January 2024 - Present

Vancouver Dream Church

- Captured photographs and videos of events and stored them on our church server.
- Created promotional videos with Premiere Pro to enhance the church's media presence and encourage participation in events.