Loc Quang Trinh

Game Developer

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WORK EXPERIENCES

Undergraduate Student Researcher   April 2023 – June 2023
Bren School of Information & Computer Sciences
- Researched under GLS & Tencent to produce a database for positive impacts of video games technology in other industries & society.

PROJECTS

CyberShift (Unity2D) 🔗   September 2022 – March 2023
- Prototyped movement mechanics and co-led creative direction.
- Integrated music, transcribed through MureScore3, and SFX using FMOD.
- Wireframed high-fidelity mockups for UI designs of main menu, in-game menu, player & enemy health, and switching mechanics using Paint.NET.
- Won IEEE GameSIG Intercollegiate Game Showcase Finalist

FetchQuest (Unity3D) 🔗   March 2022 – June 2022
- Integrated Unity delegate/event bus and single/multiplayer system.
- Iterated on character controls and environment interactions using Unity physic engine, while polishing mini-games and achievement system using pub & sub pattern.
- Won People's Choice Award in Games, Learning, Society Conference.

Elucidate (Unity3D) 🔗   January 2022 – March 2022
- Specialized in lightmaps and lightmap baking for optimization in performance, while contributing to core gameplay pillars such as Reduction of Visual Information.

Beyond The Reflection Visual Novel (RenPy) 🔗   March 2021 – June 2021
- Storyboarded every scenes and dialogue using Paint.NET & Ren'Py engine.
- Coordinated and lead a team of 6 through weekly meetings and discussions regarding story's architecture and scope.
- Implemented dialogues, composed soundtracks, and inputted art and UI.

Danmachi: Familia Wargame (Card)   January 2020 – March 2020
- Designed an analog card game adaptation of the mobile game Danmachi: Memoria Freese.
- Devised all mechanics, rules, and graphic designed all cards using Paint.NET and Photoscape.

ORGANIZATIONS

Elucidate Studio   January 2022 – March 2023
Game Developer
- Built audio systems through the application of Singletons, FMOD, and logarithmic math in Unity Mixer to match UI slider value to mixer output.
- Integrated UI design sketches through the application of Observer Design Pattern to avoid coupling, and using built-in Unity UI functions for implementations.
- Developed 3 products as gameplay designer; designing combat mechanics, sketching out the flow of the game, and prototyping the design: Elucidate, FetchQuest, and CyberShift.

UCI osu!   November 2019 – June 2020
Web Developer
- Managed both online and physical events through the club's website.
- Oversaw weekly meetings and assisted in organizing and administering live tournaments (LAN).

SKILLS & TOOLS

C# | Unity | C++ | Python | HTML & CSS | Java | JavaScript | TypeScript | MySQL | FMOD | Ren'Py

Maya | Figma | Jira | GitHub | SourceTree | PhotoScape | Paint.NET | FL Studio 20 | MuseScore3

EDUCATION

University of California, Irvine   September 2019 – June 2023
Computer Game Science, B.S.
GPA: 3.67, Regent's Scholar