

# Loc Q. Trinh

## Profile

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## Skills

### Hard Skills:

Playtesting  
Prototyping  
Gameplay Design  
Scripting

### Tools:

Unreal Engine 4 & 5  
Unity Engine  
Godot 4  
Aseprite  
FMOD

### Programming & Scripting:

C#, C/C++  
Python  
Unreal Blueprints, UnrealScript, GDScript  
JSON, HTML, CSS, MySQL  
MIPS

### Utilities:

Github  
SourceTree  
Jira  
Trello  
Figma  
Miro

### Languages:

English (Fluent)  
Vietnamese (Native)

## Education

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

## PROFESSIONAL EXPERIENCES

ONESHOT STUDIO/ Founder & Game Director

Dec . 2023 - Present

- Unannounced Unreal Dungeon Crawler Game (C++)
  - In progress

3METAD / Unreal Game Developer

Jan. 2024 - Apr. 2024

- Digital Defender
  - Developed and iterated on a spaceship defender using UE 4.23 blueprint, and built all systems including UI, Audio, Gameplay, and AI, while following production sprints.
  - Designed and implemented different gameplay mechanics like shooting, upgrades, movements, and leveling using Unreal Blueprints.
  - Optimized game's scripts by simplifying logic and decoupling different systems to improve gameplay performance by 20%.
  - Followed Agile Methodology and reported the development process every week.

SCALEAI/ AI Trainer

Dec. 2023 - Mar. 2024

- Prompt Rating & Validation
  - Trained Large Language Models by rating prompts and responses to improve response's quality.
  - Compared different AI responses by validating its effectiveness in answering the prompt.
  - Tested code-snippets generated by LLM in Python and Javascript to improve AI's response accuracy and reduce bugs.

BREN SCHOOL OF ICS/ Undergraduate Student Researcher Apr. 2023 - June. 2023

- Academic Research
  - Researched under Games, Learning, Society & Tencent to produce a database using Zotero for positive impacts of video games technology in other industries & society.

## PROJECTS

Hand Tracker/ Handtrack.js

2023

- Built a web application using Angular that uses Handtrack.js to capture hand gesture events detected from a webcam to play piano keys.
- Designed the application with accessibility features in mind for all types of users.

Sleep Tracker / Ionic

2023

- Designed a mobile app using Ionic, Javascript, HTML & CSS, and Typescript to track a user's sleep time and give the user the ability to log their sleepiness.
- Logged data are viewable to the user and are stored locally.

Spotify Browser/ SpotifyAPI

2023

- Used Angular to create a webpage that communicates to a backend server written in Node.js/Express to browse music, login, and search for artists on Spotify.
- Fetched data from Spotify API and developed a web interface to display searched data.