

Loc Quang Trinh

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🔗 Portfolio

WORK EXPERIENCES

Unreal Game Developer

January 2024 – April 2024

3MetaD

- Developed and iterated on a spaceship defender game 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 UE's node-based scripting.
- Optimized game's scripts by simplifying logic and decoupling different systems to improve gameplay performance by 20%.
- Followed Agile Methodology and report development process every week.

AI Trainer

December 2023 – March 2024

ScaleAI

- 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.

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.

Unity Game Developer

January 2022 – March 2023

Elucidate Studio

- Built audio systems using C# 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.

Website Manager

November 2019 – June 2020

UCI osu!

- Managed both online and physical events through the club's website using HTML.
- Oversaw weekly meetings and assisted in organizing and administering live tournaments (LAN).

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 using C#.
- 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.

SKILLS & TOOLS

C# | Unity | C++ | Python | HTML & CSS | JavaScript | TypeScript | MySQL | FMOD | Ren'Py | Maya | Jira | GitHub | SourceTree | Paint.NET | FL Studio 20 | MuseScore3/4

EDUCATION

University of California, Irvine

September 2019 – June 2023

Computer Game Science, B.S.

GPA: 3.67, Regent's Scholar