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 Research Assistant   April 2023 – June 2023
Bren School of Information & Computer Sciences
- Researched under GLS & Tencent to produce a database with Zotero 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

Hand Tracker   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 type of users.

Sleep Tracker (Mobile App)   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   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.
- Gathered data from Spotify API and developed a web interface to display searched data.

SKILLS & TOOLS

C/C++ | C# | Python | Assembly (MIPS) | HTML & CSS | JavaScript | TypeScript | MySQL | GitHub |
Jira | SourceTree | Ionic | Angular

EDUCATION

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