

# Long T. Hoang

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## OBJECTIVE:

Hard-working and motivated game development undergraduate student with demonstrated programming skill, seeking programming internship position using C#, JavaScript or C++. Available Summer 2021.

## EDUCATION:

**Rochester Institute of Technology**, Rochester, NY

August 2018 – Expected May 2022

*Bachelor of Science, Game Design and Development*

GPA: 3.77

## SKILLS:

**Programming Languages:** C#, JavaScript, HTML, CSS, C++

**Tools:** Visual Studio, Unity, GitHub, Unreal Engine 4

## PROJECTS:

**Dreamshaper** (Game Jam Project)

December 2020

- Developed a 2.5D puzzle platformer game using Unity3D in a team of two as a submission to RIT Game Dev Club's Pajama Game Jam.
- Designed and participated in implementing gameplay features and the overall structure of the game. Also taken part in designing some of the levels.
- Also designed the player object structure and movement to work on all orientation of "gravity" in the game.
- Worked on improving the game feels by adding animations using Unity's AnimationCurve and Coroutines, post processing and sound effects.

**NieR Audio Visualizer** (Academic Project)

October 2020

- Using Canvas and Web Audio API to create a game/audio visualizer based on NieR games and soundtrack.
- Wrote algorithm to create projectiles based on the rhythm of the songs from NieR, as well as algorithm for static visual effect by manipulating pixels.
- Controls for audio visualizer, such as alternate audio mode, visual effects, or visibility of visualizer components, are implemented using dat.gui

**Spear Chaser** (Academic Project)

April 2020 – May 2020

- Programmed using JavaScript for game logic and used PixiJS to draw sprites on screen.
- Designed algorithm to create projectiles in multiple patterns, such as successive shots or spiraling out from source.

- Used Axis Aligned Bounding Boxes for collision in bouncing the player avatar off walls, or collision against enemies and projectiles.