

Long T. Hoang

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OBJECTIVE:

Seeking a summer internship/co-op game design and development position with a strong focus on C# or C++. Available: May – August 2020.

EDUCATION:

Rochester Institute of Technology, Rochester, NY

August 2018 – Expected May 2022

Bachelor of Science, Game Design and Development

GPA: 3.77

Relevant Courses: Game Development and Algorithmic Problem Solving II (C#), Interactive Media Development (C#, Unity)

SKILLS:

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

Tools: Visual Studio, Unity, GitHub, Unreal Engine 4, Autodesk Maya

PROJECTS:

Spear Chaser (Academic Project)

April 2020 – May 2020

- Programmed using JavaScript for game logic and used PixiJS to draw sprites on screen.
- All art assets are made by myself so that they would fit the game better.
- Implemented Axis-Align Bounding Boxes for collision.

The Golden Ankh (Academic Project)

January 2019 – May 2019

- Created a platformer game using the MonoGame framework in a team of 3.
- Responsible for movement system, collision detection, and animations.
- Created 2D sprites and animations.

The Little Empress (Game Jam Project)

October 2019

- Developed a platformer adventure game themed after the tarot card the Empress in 48 hours using Unity in a team of 4.
- Produced the majority of artworks in the game, including the player avatar, the platform elements and background.
- Participated in the game design and level design process.