

# RICA FENG

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Harbor City, CA 90710

## SUMMARY OF QUALIFICATIONS

- Founded game development organization in University of California Riverside
- Expertise in C# within Unity3D for PC, IOS, and Wii U Platforms
- Extensive academic experience and knowledge in C++ and C, proficient in Javascript, HTML, Python, Autodesk Maya, and Mixcraft
- Diligent, self-motivated, and passionate about video games and game development
- Contributed to and developed more than 10 video game projects spanning various genres over the last four years

## EXPERIENCE

**JULY 2017 – PRESENT**

**CO-OWNER, PIXEL SNACK STUDIOS**

Currently developing mobile game for start up company in Inland Empire.

**JULY 2016 – SEP 2016**

**PROGRAMMER, ROARING FANGS**

Worked on UI, menus, internal editor tools, and Wii U port.

*As of Sep 2016, company ran out of funding.*

**SEP 2015 – JULY 2016**

**PEER MENTOR, UNIVERSITY OF CALIFORNIA RIVERSIDE**

Helped six students adjust to college life with bi-weekly meetings. Assisted students with C++ college assignments.

**JULY 2015 – AUG 2015**

**TEACHER AID, UNIVERSITY OF CALIFORNIA RIVERSIDE EXTENSION**

Taught students basic Unity3D, helped debug student code, and offered project guidance.

**JULY 2013 – JULY 2015**

**DESIGNER, UNIVERSITY OF CALIFORNIA RIVERSIDE BRAIN GAME CENTER**

Helped design game play and compose electronic music for IOS game.

## EDUCATION

**SEP 2012 – SEP 2017**

**BACHELOR OF SCIENCE DEGREE, COMPUTER SCIENCE UNIVERSITY OF CALIFORNIA RIVERSIDE**

