Rica Feng

Email: rfeng001@ucr.edu
Github: MiaoXiao
Mobile: (310) 658-6324

Current Address
950 W. Linden St. #120
Riverside, CA 92507

EDUCATION

University of California Riverside – Riverside, CA   B.S. Computer Science
September 2012 - Current

PROJECTS

- *Melody Matcher*: Web music game where players play randomly generated melodies. Two-person project.
- *Codebreakers*: Two-player game where players compete by being the first to guess a randomly generated string of characters. Built with C on a breadboard. Solo project.
- *Staircase Generator:* Application in Unity for generating a staircase given some parameters. Solo project.
- *Punky Town*: A rhythm platformer video game built in Unity. Involved with menus and 'visual novel' system. Group project.
- *Rubber Ducky Stimulator*: Cooperative puzzle game where two players try to push rubber ducks into a drain. This game was created in 3 days, as a submission to Global Game Jam 2017. Group project.

SKILLS

- Programming Experience – Proficient with C#, C++. Knowledgeable with Javascript, HTML, SQL.
- 3D Graphics – Autodesk Maya
- Game Development – Unity3D
- Audio - Mixcraft

EMPLOYMENT

UCR Graphics Lab – Riverside, CA   September 2013 – July 2015
Employer: Victor Zordan

- Sound Designer: Working on memory training video game with several other students and graduates

UCR Extension Center – Riverside, CA   July 2015 – August 2015
Employer: Sandra Richards

- Teaching Assistant for Video Game Design & Content Creation Course: Assist students with video game projects. Includes feedback, testing, and scripting with Unity.

Roaring Fangs – Moreno Valley, CA   July 2016 – September 2016
Employer: Kevin Huang

- Programmer for Punky Town. Programmed menus, gameplay behavior and editor tools with the Unity game engine.

LEADERSHIP

- **Gamespawn @ UCR – President/Founder**   April 2014 – Present
  Video Game Development Organization

  I help organize workshops/events/socials for students interested in game development. Workshops include Unity and Autodesk Maya. I also help and have helped facilitate student video game projects.

- **Association for Computing Machinery @ UCR – Program Chair**   September 2014 – July 2015
  Computer Science Organization

  I helped students enter the work field and promote tech development by organizing workshops and computer science/programming related events.