Phuong Pham

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EDUCATIONS

University of Southern California – BS Computer Science (Games)/Game Animation Minor (Graduation: 5/2024)– GPA: 3.80

TECHNICAL SKILLS – Unity, Maya, Blender, OpenGL, HLSL, GitHub, Perforce

EXPERIENCE

Technical Artist | HLSL, Unity, Perforce 09/2023 – Present

The Veiled Ones, Los Angeles: *A student-run horror game from University of Southern California*

- Leverage Shader Graph and Volume in Unity to design and implement a wide range of immersive visual features such as caustics-scrolling glass and night vision effects, enhancing the game's horror aesthetics.
- Take ownership of all in-game visual elements, including enemy visual effects and environmental enhancements, ensuring alignment with the artistic direction of "The Veiled Ones."
- Collaborate closely with cross-functional teams, including artists, designers, and programmers, to seamlessly integrate visual effects into gameplay and world-building, maintaining a cohesive player experience.

Secretary 08/2023 – Present

USC SIGGRAPH Club, Los Angeles: University of Southern California's chapter in graphics

- Diligently attend and maintain records of attendance during club meetings and inform members about upcoming activities.
- Work closely with fellow executive board members to strategize and host study/workshop sessions on diverse topics, including animation, video games, and visual effects.
- Spearhead the planning and execution of social events within the club, fostering a sense of community among members. These events provide valuable networking opportunities and enhance club engagement.

PERSONAL PROJECTS

Something Fishy | C#, Unity, Blender 08/2023 – 09/2023

Los Angeles, USC

- A 3D clicking murder mystery game in which the player must escape a sunken house through collecting clues.
- Successfully recreated realistic water caustic and bubble effects, enhancing the visual appeal of the project.
- Developed and integrated a dynamic water plane effect, further improving the game's realism and immersion.
- Skillfully implemented key gameplay systems, including an inventory management system, object inspection feature, and dialogue system, contributing to a more engaging player experience.
- GitHub link: https://github.com/PhuongPham7112/Something-Fishy-Game

DizzyDots | C#, Unity 10/2022

Los Angeles, USC

- An experimental arcade game where the player navigates through crossfading objects inside a spinning platform.
- Demo link: https://phuongpham7112.github.io/2023/08/16/arcade-spin-prototype/

ACADEMIC PROJECTS

Ray tracer | C++, OpenGL 03/2023

CSCI 420: Introduction to Computer Graphics

- Developed of a ray tracer capable of rendering opaque surfaces using complex 3D intersection calculations.
- Implemented Phong shading techniques for visual realism of the rendered scenes.
- Incorporated recursive reflection to simulate multiple reflections, adding depth and complexity to images.
- Demo link: https://phuongpham7112.github.io/2023/04/24/raytracer/

Portal | C++, SDL2 04/2023

ITP 380: Video Game Programming

- Engineered realistic player movement physics for fluid navigation in the game environment.
- Integrated portal gun mechanics for player and object interactions, enabling dynamic portal creation and teleportation.
- Developed stateful AI for enemy robots to search for player and shoot damaging laser.
- Demo link: https://phuongpham7112.github.io/2023/08/16/portal-game/