## Phuong Pham

Los Angeles, California, 90007 | 213-551-4312 | phuongp@usc.edu | Website: https://phuongpham7112.github.io | LinkedIn: https://www.linkedin.com/in/phuong-pham-b29273141/


### EDUCATION

**University of Southern California** – BS & MS Computer Science (Games)/Game Animation Minor (Graduation: 5/2025)– GPA: 3.80

**TECHNICAL SKILLS** – Unity, Maya, Blender, Nuke, Photoshop, OpenGL, GLSL, HLSL, GitHub, Perforce, Python, C#, C++

### COLLABORATIVE WORK

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

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

- Leverage shader and post-processing tools in Unity to design various 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 four artists, two designers, and two 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, maintain records of attendance during club meetings, and inform over 30 members about upcoming activities.
- Work closely with six fellow executive board members to strategize and host study/workshop sessions on diverse topics, including animation, video games, and visual effects.

**UI Programmer** | C#, Unity, Figma, MRTK 01/2022 – 05/2022

*Aegis Team – finalist team in NASA Suits Challenge*

- Collaborated with a group of 5 designers and programmers to design the of AR/VR user interface on Figma.
- Implemented UI component in Unity using the Mixed Reality Tool Kit to display streaming data and vital spacesuit information from the NASA telemetry server on HoloLens 2.
- Was chosen as one of the finalist teams to test the design at Johnson Space Center.

### PERSONAL PROJECTS

**Something Fishy** | C#, Unity, Blender | Link 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 particle effects, enhancing the visual appeal of the game.
- Developed and integrated a dynamic water plane effect, further improving the experience's realism and immersion.
- Skillfully implemented key gameplay systems, including an inventory management system, object inspection feature, and dialogue system for a more engaging player experience.

### ACADEMIC PROJECTS

**Ray tracer** | C++, OpenGL | Link 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.

**Portal** | C++, SDL2 | Link 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 to enable dynamic portal creation and teleportation.
- Developed stateful AI for enemy robots to search for player and shoot damaging laser.