

REMUS WONG

PROGRAMMER — TECHNICAL ARTIST

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EDUCATION

The University of Texas at Austin	Bachelor of Science in Computer Science Concentration in Video Game Development 3.64/4.0	Spring 2022
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SKILLS

Programming

- C# / C++ / C
- Python
- Java
- JavaScript

Development Tools

- Unity
- Unreal Engine
- OpenGL, GLSL
- Qt

Art Tools

- Houdini
- Blender
- Maya
- Adobe Creative Suite

RELEVANT EXPERIENCE

Aspyr Media — *Associate Technical Artist* July 2022—Present

- Initiated implementation of a NoSQL database to store assets for a content management system

Corvid Technologies — *Virtual Reality Intern* May 2021—August 2021

- Streamlined preprocessing of high-fidelity CAD models for simulation into an Unreal Engine VR application
- Created an AR experience with the Hololens 2 to interact with a physically accurate vehicular airflow simulation
- Enhanced pipeline tools using PyQt to automate import and export of custom levels for Unreal

PERSONAL PROJECTS

3D Game Capstone — *Programmer / Game Designer*

- Utilized Roblox to design and program a multiplayer survival game
- Adhered to Client-Server architecture to implement multiplayer functionality

2D Game Capstone — *Programmer / Game Designer*

- Applied agile methodology over the course of the semester in a team of six to coordinate consistent progress
- Led development of key game design decisions through technical documentation and communication
- Programmed multiple game systems like branching dialog and enemy AI as a principal programmer for the team

Ready Recipes — *Programmer*

- Designed frontend with React to serve users information about food recipes
- Administered PostgreSQL database using AWS RDB to store relationships
- Created RESTful API using Flask and Postman to facilitate backend services

OpenGL Raytracer — *Programmer*

- Implemented a Phong shading model to represent 3D scenes
- Improved image quality by adding anti-aliasing
- Added UV texturing capabilities and cube map customization

Reception — *Technical Artist / VFX Artist*

- Simulated rigid body dynamics in Houdini to create a destructible environment in Unity
- Developed a Houdini asset to procedurally generate level layouts using a wave function collapse algorithm
- Organized a team of programmers and artist to develop a pipeline for game asset creation and implementation