REMUS WONG

SOFTWARE ENGINEER

Rwong2100@gmail.com | (832) 605-6310 | linkedin.com/in/remus-wong/
Remuswong.dev

EDUCATION

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

RELEVANT EXPERIENCE

Programming Languages: C++, Python, C#, Java, Javascript, Rust
Libraries & Frameworks: Qt, React, Flask
Tools: Unity, Unreal Engine, Git, Docker, OpenGL
Database: PostgreSQL, AWS (RDS, S3)

RELEVANT EXPERIENCE

Aspyr Media — *Associate Technical Artist*   July 2022—Present
- Initiated implementation of a NoSQL database to store assets for a content management system
- Refactored tools launcher for modular deployment across users

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

Ready Recipes — *Programmer*
- Designed frontend with React to serve users information about food recipes
- Modeled and administered PostgreSQL database using AWS RDB to store relationships
- Created RESTful API using Flask and Postman to facilitate backend services

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

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

L-Systems in Taichi — *Programmer*
- Simulated rigid body dynamics with Taichi's MLS-MPM (moving least squares material point method) physics solver
- Created a 2D/3D L-System with customized physical materials for simulation