Richard But

Software Engineer

butr@uci.edu | (510) 872-2798 | 80 Greenfield, Irvine, CA, 92614
https://github.com/Rikerd | https://rikerd.itch.io/ | https://linkedin.com/in/rikerd

---

Education:

University of California, Irvine (June 2019)
Bachelor of Science in Computer Game Science (GPA 3.503)
◦ Focus on Artificial Intelligence and Algorithms
Participated in Computer Game Science Capstone Project with industry mentors

Work Experience:

- **LightMed USA**   **(May 2018 - Nov 2018)**
  - *Role:* R&D Software Engineer Intern
  - Translated and integrated existing Delphi software and components into a new C# interface
  - Engineered and designed various modules for software within medical devices in C#
  - Created documentation and perform quality assurance on medical software and hardware

Project Experience:

- **Multi-Turret Mayhem**   **(Apr 2017 - Jun 2017)**
  - *Role:* Software Engineer & Quality Assurance
  - Created with Unity (C#) in a four-person quarter long club project
  - Playtested to find bugs and issued fixes concerning the user interface and gameplay
  - Provided feedback from extensive playtest sessions, participating in the design choices made

- **Milky Whey**   **(Jan 2018)**
  - *Role:* Software Engineer & Designer
  - Created with Unity (C#) in a six-person Global Game Jam project
  - Designed gameplay loop and mechanics by incorporating each team members desires and ideas
  - Engineered player mechanics, enemy and spawner intelligence, and user interface

- **Gundalf**   **(Sept 2018 - Mar 2019)**
  - *Role:* Software Engineer
  - Created with Unity (C#) in a six-person Capstone Project, First Runner Up at IEE GameSig
  - Engineered and designed the logic and functionality of the procedurally generated levels, player mechanics, and user interface
  - Programmed and structured opening and ending cutscenes of the game

Skills:

Languages: C++, C#, Java, Python, MySQL, Delphi
Tools: Visual Studio 2013-2017, eclipse, NetBeans IDE 8.0.2, Python 3.5/3.6, MySQL, Git, Gimp
Game Engines: Unity

Coursework: Programming in C/C++, Introduction to Artificial Intelligence, Application of Probabilities in CS, Machine Learning & Data Mining, Multiplayer Systems, Multiplayer Project
Other: Experience in medium size teams as a software engineer, designer, and quality assurance

Extracurricular:

- **Video Game Development Club in UCI**   **(Sept 2016 - Jun 2019)**
  - Developed multiple games alongside fellow club members
  - Helped newer members become accustomed to game development and programming