

# Richard But

Software Engineer

(510) 872- 2798

[rikerdbut@gmail.com](mailto:rikerdbut@gmail.com)

20702 El Toro Rd Apt 144 Lake Forest, CA 92630

[Portfolio](#) | [GitHub](#) | [LinkedIn](#)

## SUMMARY

Software engineer well-versed in generalist and UI/UX video game programming.

## SKILLS

### Languages

- C++
- C#
- Lua
- Java
- Python

### Developer Tools

- Unity
- Godot
- Lumberyard
- Android Studio
- Visual Studio
- Visual Code

### Source Control

- Git
- Perforce
- SCRUM / Agile
- Jira

### Misc. Tools

- Gimp
- Audacity
- Microsoft Office

## EDUCATION

Bachelor's in Computer Game Science

University of California, Irvine

- Focus on Artificial Intelligence and Algorithms

## AWARDS

IEE GameSIG, First Runner Up

- Gundalf

## WORK EXPERIENCE

### • Blind Squirrel Games

Nov 2019 - Present

**Role:** Software Engineer I (Generalist/UI/UX)

- Working alongside professional artists, producers, QA, and other engineers to create unified and complete projects
- Sharpening debugging and problem solving skills through complex and unique problems across multiple projects
- Developing skills to quickly learn and adapt to new programming tools and differing teammates through project transitions

### • LightMed USA

May 2018 - Nov 2018

**Role:** R&D Software Engineer

- Engineered and designed various modules for software within medical devices in C#
- Created documentation and performed quality assurance on medical software and hardware

## WORK PROJECT

### • New World

- Implemented leaderboards user interface and data flow
- Coded input system and remapping screen to be customizable and user friendly
- Diagnosed and debugged varying systems within the user interface and engine

### • Sonic Colors: Ultimate

- Developed and provided PC and PS4 console support in C++
- Engineered and supported various gameplay elements to follow proper design logic
- Designed and programmed user interface for settings screen and HUD for improved user experience

### • Disney+, ESPN+, NHL

- Ported engine to have PS4 and PS5 console support
- Designed and implemented initial stages of caption logic within video player
- Modified existing tools to improve functionality and efficiency within the back end of the engine in C++

## PERSONAL PROJECT

### • Gundalf

[Link](#) | [GitHub](#)

**Role:** Software Engineer | **Engine:** Unity | **Language:** C#

- Engineered and designed logic and functionality of procedurally generated levels
- Implemented and developed the player and environment interactions and mechanics
- Programmed and structured opening and ending cutscenes