

Richard But

Software Engineer

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

SUMMARY

Software engineer well-versed in designing and implementing video game mechanics.

SKILLS

Languages

- C#
- C++
- Java
- Python
- Kotlin
- Delphi

Developer Tools

- Unity
- Android Studio
- Visual Studio 2013-17
- eclipse
- NetBeans
- Visual Code

Source Control

- Git
- SCRUM / Agile
- Trello / Jira

Misc. Tools

- Gimp
- Audacity
- Microsoft Office

EDUCATION

Bachelor's in Computer Game Science
University of California, Irvine

- Focus on Artificial Intelligence and Algorithms
- GPA: 3.503

AWARDS

IEE GameSIG, First Runner Up

- Gundalf

WORK EXPERIENCE

• LightMed USA

05/2018 - 11/2018

Role: R&D Software Engineer

- 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

PROJECTS

• 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

• Astra Obligant

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

Role: Solo Development | **Engine:** Unity | **Language:** C#

- Developed and designed the entire game independently
- Engineered scaling gameplay with unique power-up drops
- Defined and designed unique enemy types with varying movement and attack functions with an object-oriented structure
- Playtested and fixed bugs concerning the gameplay and core game loop

• Milky Whey

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

Role: Game Designer | **Engine:** Unity | **Language:** C#

- Designed core gameplay loop and mechanics by incorporating each team members ideas
- Engineered and implemented enemy movement and logic as well as enemy spawner tools
- Designed and incorporated user interface to represent the player's resource management and actions

ACTIVITIES

• UCI Video Game Development Club

- Developed multiple games alongside fellow club members
- Taught newer members basic programming in C# in order to script within the Unity engine
- Integrated newer members into the development process of video games