Richard But
Software Engineer

(510) 872- 2798
rikerdbut@gmail.com
80 Greenfield, Irvine, CA 92614
Portfolio | **GitHub** | **LinkedIn**

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

SKILLS
Languages
- C++
- C#
- Java
- Python
- Kotlin

Developer Tools
- Unity
- Godot
- Android Studio
- Visual Studio
- NetBeans
- 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: Associate Software Engineer
  - 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
  - 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

WORK PROJECT
- **Sonic Colors: Ultimate**
  - Developed and provided PC and PS4 console support in C++
  - Debugged and fixed crashes involving PS4 memory
  - Engineered and supported various gameplay elements to follow proper design logic
  - Designed and programmed user interface to be functional and user friendly
- **Disney+, ESPN+, NHL**
  - Ported system 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#
  - Worked alongside five other members within a six month span to create award winning product
  - 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