

# Richard But

Software Engineer

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[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

- 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