

Richard But

Software Engineer

(510) 872- 2798

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
- Unreal Engine
- Godot
- Lumberyard
- Visual Studio
- Visual Code

Source Control

- JIRA
- Perforce
- Git
- SCRUM / Agile

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 - Feb 2026

Role: Software Engineer II (Generalist/UI/UX)

- Collaborated alongside professional artists, producers, QA, and other engineers to create unified and complete projects
- Sharpened debugging and problem-solving skills through complex and unique problems across multiple projects
- Developed 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

● PUBG: Battlegrounds

- Implemented air drop system from base game, modifying the code base and blueprints used
- Integrated controller support in the maps and mission menu by hooking up inputs and actions and updating the UI
- Fixed various bugs involving controller inputs and other various systems throughout the game

● Borderlands 3 & Tiny Tina's Wonderland

- Ported AAA projects to Luna platform, integrating Luna SDK into Unreal Engine's online subsystem
- Updated and modified UI as required by the platform's certification
- Research and optimize games to run on Luna's hardware

● New World

- Refactored the existing tooltip system to be more accessible
- Coded robust shift modifier input system and remapping screen to be customizable and user-friendly
- Triaged, debugged, and optimized varying systems within the UI and engine
- Hooked up data for the leaderboard system on the backend

● Sonic Colors: Ultimate

- Developed and provided PC and PS4 console support in C++
- Supported improvement of PS4 memory management and issues
- 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