Van Phan

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SKILLS

Summary: Game developer with a strong understanding of programming and mathematics. Experienced in using Unity and Unreal Engine with teams of artists, programmers, and designers. Seeking opportunities to utilize my expertise in a professional game development environment.

Languages: C++ | C# | HTML | JS (4+ Years) **Tools:** Unity | Unreal Engine 5 | Git | Trello | Jira

WORK EXPERIENCE

AI Engineer for Magic Spell Studios

Jan 2022 - Dec 2022

- Re-developed AI system to use a behavior tree system, putting in extra time to reach project deadlines.
- Removed 60+ scripts from their dependencies to clean up development environment for other engineers.
- Developed UML graph in lucid chart to visualize all the systems in the project (140+ systems)
- Resolved 30+ gameplay bugs in the code base (system crashes, incorrect character/item behavior, and UI bugs).
- Held a demonstration booth for project at PAX EAST 2023
- Wrote documentation of systems on project webpage explaining the current codebase and development direction.

RIT Teaching Assistant

Jan 2022 – May 2022

• Assisted and mentored 50+ students in learning Html, CSS, JS, and developing portfolio and web applications.

RIT Teaching Assistant

Aug 2021 – Dec 2021

• Assisted and mentored 30+ students in learning Git, C# in MonoGame, and C# data structures/algorithms.

PROJECTS

Shubox Studios | Unity C#

Apr 2023 - Current

- Developed the character sword, bow, grappling, dashing, and movement systems.
- Developed additive scene loading and level management.

Client Projects | Unreal Engine C++

Jan 2023 - Current

- Developed a platforming game with checkpoints, abilities with UI cooldowns, wall-running, and game states.
- Developed a VFX environment with an object grabbing/throwing system with camera zoom events.
- Developed an expanded version of the spline component to allow customization in meshes and moves at runtime for gameplay. Developed puzzle gameplay elements to merge into and swap between playable splines.
- Created system architecture across all 3 projects to utilize Unreal Engine's newest input system. Developed all systems in C++ with customizability variables and events exposed in blueprints, enabling clients to add customizability using blueprint systems.

Shrine of Radiance | Unreal Engine Blueprints

Mar 2022 – Apr 2022

• Developed 18 gameplay blueprints (level saving, gameplay, UI). Created an audio layering system using the Meta-Sounds package.

Curley Brackets | C#

Feb 2019 – May 2019

• Coded pathing algorithms, integration for GUI/External tools, audio implementations, and tower-defense logic.

EDUCATION

Rochester Institute of Technology | Bachelor of Science in Game Design and Development

Expected May 2024

- Student Ambassador, School of Interactive Games and Medias
- GPA: 3.61 RIT Dean's List: Spring 2020 Current