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: Unreal Engine | Unity | Git | Trello | Jira

WORK EXPERIENCE

Instructor for iDTech at MIT   Jun 2023 – Aug 2023
- Supervised 180+ students for summer program events (lectures, meals, and class trips). Worked 70+ hours weekly.
- Primary instructor for Unreal Engine section. Taught students how to utilize Unreal Engines blueprint system and main game development tools. Developed individualized lecture material on AI behavior trees, Unreal Engines C++ pipeline, linear algebra, and low-level shader concepts.

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

Unreal Consultation | 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.

Shubox Studios | Unity C#   Apr 2023 – Jun 2023
- Developed the character sword, bow, grappling, dashing, and movement systems.
- Developed additive scene loading and level management.

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.

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