

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

Game Dev Consultation | UE C++ / Unity

Apr 2023 – Current

- Developed a platforming game with checkpoints, abilities with UI cooldowns, wall-running, and game states.
- Developed grabbing/throwing system with camera zoom.
- Developed a puzzle game that utilizes fungal roots to traverse and manipulate terrain. Created spline calculations and movement in C++.
- Developed an action (ea. attacking, dodging) and movement infrastructure systems.
- Developed an additive scene loading system.

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