

Allan Ng

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Game Developer with 3 years of experience looking to learn and get better at my craft.

Skills:

Programming Languages: C#, HTML, CSS, JavaScript, C++, Java

Tools: Visual Studio, Unity, Git, Photoshop, Illustrator, Maya, Brackets

Communication: Leadership, Time Management, Structural Documentation

Projects:

Narcissus (Wild Magic Game Jam, Group)

October 2019

- Created a 2 player fighting game during a two-day game jam held at the Magic Spell Studio with a group of 6 members, 2 of which were my residents. Groups were given random Tarot Cards to be used as their theme.
- Built the story of Greek God Ares betraying Zeus using the Emperor and Seven Swords upright tarot cards.
- Rigged the sprites in Unity and created the conditions to allow player input to affect the animation.
- Scripted the UI, player controls, and the functions for collisions.
- Created a scene manager that would switch game screens with player input.

Cursed Ichor (Academic Project, Group)

January - June 2019

- Created a 2.5D hack 'n' slash RPG that has playing card elements using C#, MonoGames framework, and GitLab in a team of five.
- Coded an external tool to randomly generate levels through the input of parameters for the number of enemies and the level size. This creates a text file that contains all the elements of the level in a grid format.
- Created the methods to read the external text files and create levels in the game based on the grid contained in the file.
- Programmed the enemy AI that chases the player, collision detection and player invulnerability.
- Implemented card mechanics and their interactions with game objects.

Don't Burn (Personal Project, Solo)

September - December 2017

- A 2D side-scrolling endless runner game using JavaScript and the p5.js framework. This game revolves around the player avoiding obstacles that would push them into a pillar of fire.
- Focused on user experience such as player movement and a special ability that allowed the player to teleport a short distance ahead to avoid certain obstacles.

Work Experience:

Rochester Institute of Technology - Residence Life Staff, Rochester NY

August 2019 - Present

Resident Advisor

- Introduce an atmosphere where my residents can enjoy their living space and the people around them. created community floor events that residents can participate and get to know one another better.
- Inform residents of the various resources such as social events, academic help, and counseling services.
- Respond to emergencies in the residence halls in a calm manner and document the events that transpire.

The Door, New York NY

March - June 2012

Graphic Designer

- Designed advertisements and posters for upcoming events and parties using Photoshop and Illustrator.
- Constructed digital charts to organize program schedules as well as digitize form mockups.

Education:

Rochester Institute of Technology (RIT), Rochester NY

Expected 2021

Bachelor of Science in Game Design and Development

GPA 3.63

Residence Life Staff - Resident Advisor

Member of Game Development Club

Member of Phi Theta Kappa