

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