

# ANH CHI BUI

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## EDUCATION

**Bachelor of Science** (in progress)  
2012-2016, McGill University

Major: Computer Science

## SKILLS

### WORK EXPERIENCE

C++, Unreal Engine 4,  
Xaml, C#

### HOBBYIST EXPERIENCE

Unity 3D (C# scripting),  
HTML/CSS

### ACADEMIC PRACTICE

Java, C, Python

## EXPERIENCE & PROJECTS

### The Coalition

May-December 2015

Software Engineering Intern.

Gears of War 4 on the campaign tech team:

- Work in UE4 blueprint and native C++
- Designing and implementing gameplay systems
- Providing support for designers and content creators

### Microsoft

January-April 2015, Foundry

Software Engineering Intern.

Receipt Tracker, a Microsoft Garage product.

Develop and ship an application (Xaml, C#) within a team of 5 interns.

- Technical focus on front-end development in Xaml, C#.
- Communicator role, keeping the project on track and bridging the gap between the intern team and the Microsoft teams, engineers, and designers involved in the development process.

### Critical Hit Games Collaboratory

June-August 2014, TAG Lab

Programmer (C# in Unity) for 4 game prototypes, then further developed and polished one prototype (DrunkWalk).

#### DrunkWalk

(6 weeks – jam and polish)

First-person game in which the player must use the Sony Move controller (strapped to their chest) to move through the levels.

### Pixelles Game Incubator II

January-February 2014, Pixelles

Created a side-scrolling runner game *Here Kitty Kitty!* in 6 weeks using GameMaker for a women-in-games initiative.

### Game Jams

January 2015, Global Game Jam

Unity C# scripting and 2D art for a turn-based local multiplayer game.

November 2014, GAMERella

Unity C# scripting for a “Boss Up”-themed tower defense game.

### Math Tutor

2011-2012, John Abbott College

Calculus I