ANH CHI BUI

EDUCATION

Bachelor of Science (in progress)
2012-2015, McGill University

Major: Computer Science

Honours Science Program DEC
2010-2012, CEGEP John Abbott College

- English Writing Tutor, Winter/Fall 2011
- French Writing Tutor, Winter 2012
- Distinction: English Honours Portfolio

SKILLS

EXPERT	INTERMEDIATE	BEGINNER
Java, C#, Unity	C, Python, HTML/CSS	C++, Assembly (MIPS, Intel x86)

EXPERIENCE & PROJECTS

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
(6 weeks – jam and polish)

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

Long-Distance R'lyehtionship
(1 week – slow jam)

Lovecraftian dating sim set in space where the player can navigate around in zero gravity in the ship and interact with different objects.

Spacebro Justice Rocket
(1 week – slow jam)

Two-player cooperative rhythm game using custom glove controllers (Arduino) where the players high-five, pound fists, and bump elbows.

Weird Neighbourhood
(1 week – slow jam)

Point-and-click 2D exploration game where the player interacts with game objects to trigger animations and multi-layered soundscapes.

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:

Concept, pixel art, script/code in GML

Game Jams
March 2014, Critical Hit Pre-Jam

Unity C# scripting for minigames and general gameplay in a hybrid-themed game in which a character builds vehicle parts

November 2013, GAMERella

Contributed story ideas, pixel art, and animations to a 2D platformer during a 48-hour game jam

Math Tutor
2011-2012, John Abbott College

Calculus 1

2010-2014, Private

Calculus 1, Calculus 2, Linear Algebra