

ANH CHI BUI

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EDUCATION

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

Major: Computer Science

EXPERIENCE & PROJECTS

Critical Hit Games Collaboratory
June-August 2014, TAG Lab

- *Slow jams: four prototypes*
- *Polish: one prototype further developed*

Focus on C# scripting in Unity, including but not limited to:

- Back-end development (game flow/mechanics, 2D/3D physics, etc.)
- Controller/Hardware inputs: Arduino, Sony Move, XBOX controllers
- UI prompts, texts (Unity GUI)

DrunkWalk
(7 weeks – jam and polish)

First-person game where the player must strap a Sony Move controller to tilt and rotate to move through the levels to the bed.

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

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

Spacebro Justice Rocket
(1 week – slow jam)

Two-player cooperative rhythm game using glove controllers (Arduino) where 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 objects to trigger animations and multi-layered soundscapes.

Pixelles Game Incubator II
January-February 2014, Pixelles

Side-scrolling runner game *Here Kitty Kitty!* made in 6 weeks using GameMaker for a women-in-games initiative: concept, pixel art, scripting

Game Jams

March 2014, Critical Hit Pre-Jam

Unity C# scripting for minigames and in a hybrid-themed game

November 2013, GAMERella

Contributed ideas, pixel art, and animations to a 2D platformer

Math Tutor

2011-2012, John Abbott College

Calculus 1

2010-2014, Private

Calculus 1, Calculus 2, Linear Algebra

SKILLS

EXPERT

Java, C#, Unity3D

INTERMEDIATE

C, Python, HTML/CSS

BEGINNER

C++, Assembly (MIPS, Intel x86)