Andre Hui

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A graduate with a MEng in Computer Science, looking to contribute to a team of developers as a Game Developer. Skilled in C# and Unity development, with an appreciation for all aspects of Video Game Development. Self-driven, with strong team-skills, and eager to take on difficult challenges and develop great gaming experiences.

WORK EXPERIENCE

Li & Fung, Hong Kong— *Intern -* June 2017 - July 2017

- Organized and updated a database of products supplied through the company to be more readable
- Created a brochure to market the company to potential clients

Cassie Donnie, Hong Kong— *Freelance Product Prototyper -* Mar 2022 - July 2022

- Communicated with a product designer to ensure designer intentions are properly kept
- Turned CAD drawings 3D CAD objects
- Produced 3D printed prototypes with 1 week turnaround times

EDUCATION

Durham University, Durham, UK - October 2017 - July 2021

Masters of Engineering in Computer Science
- First Honors
- Masters Project: A Deepdive into Tetris AI
- Modules: Game Development, Computer Vision, Machine Learning, Computer Graphics

SKILLS

Programming Languages: C#, Python, C++, HTML, CSS

Software: Unity Engine, Visual Studio, Ableton Live 11, Blender, Fusion 360, Adobe Photoshop

Soft Skills: Teamwork, planning, verbal and written communication

PERSONAL GAME PROJECTS

VR Drum Simulator — *Personal Project - Unity Engine*

- 3D-modeled parts of a drum kit
- Programmed and designed physics interactions and player controls to be highly realistic
- Solved problems regarding collision handling in Unity
- Designed and programmed unintrusive and robust user interfaces

Sideout — *GeoJam 2022 Game Jam Submission - Unity Engine*

- Designed and programmed a game given a theme and criteria
- Developed a simple enemy AI with pathfinding
- Tuned game difficulty to match player performance
- Designed sound effects and composed background music
- Tested and evaluated other submissions based on competition rating criteria

VR Synesthesia Experience — *DurHack 2019 - Unity Engine*

- Led a team of 5 in the development of a Virtual Reality application
- Collaboratively programmed an audio visualizer, synchronized to objects in the virtual scene
- Received an honorable mentions in the final results