

Derek Huynh

Designer/Developer

basticat.github.io

derekuynh64@gmail.com

404.482.9777

EXPERIENCE

Front End Designer/Developer (smallsat.uga.edu)

UGA Small Satellite Research Lab, Athens

Spring 2017 - present

- Redesigning and developing SmallSat Website to better represent mission and research

Unity3D Developer

UGA Virtual Experiences Lab, Athens

Sprint 2017 - present

- Designing and implementing in-game interfaces to work with Microsoft Kinect
- Assist with programming game logic
- Research assistant

Game Production Intern

Cartoon Network, TBS Atlanta

Fall 2016

- Assisted in production tasks such as footage capture and editing, asset organization, and quality assurance
- Worked closely with producers on providing gameplay and design feedback to developers
- Worked extensively with mobile games on ios and android devices

PROJECTS (BOMBASTICAT.ITCH.IO)

Same Day Delivery

- A high speed mail delivery game. I lead a 4 person team to complete this school project in 3 weeks. Majority of code and art of game made by me. Programmed with C# in Unity. Art made in Adobe Photoshop.

Super Fast

- A super fast game set in space. Pilot a ship through different terrain while dodging different projectiles and outmaneuvering enemies with their own unique mechanics. Created using C# in Unity. Art made in Aseprite.

EDUCATION

University of Georgia

BS Computing and Design

GPA: 3.7

Jan 2016 - May 2020

Georgia Gwinnett College

GPA: 3.85

Jan 2014 - May 2016

SKILLS

c#

Unity3D

HTML/CSS/JS

Adobe Illustrator

Adobe Photoshop

Sketch

Java