Benjamin Quang

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https://benquc.github.io/Portfolio/

EDUCATION

University of California Santa Cruz (UCSC), GPA: 3.71
From Sept 2019 to June 2023

- *B.S. in Computer Science: Computer Game Design*
- *Minor in Computer Science*

WORK EXPERIENCE

University of California Santa Cruz — *Reader/Tutor*

From JAN 2022 to MAR 2023

Tutored and graded for computer classes at UCSC for:

- *CMPM-176 "Game Systems"*
- *CMPM-80K "Foundations of Video Game Design"*

Assisting students in computer labs, guiding computer projects, which include one-on-one tutoring, or team coaching online. Coordinated with peers to adjust curriculum projects for student's needs.

PROJECTS

Mini Engine Graphics — *Worked on a custom-made Mini Engine using C++ and GLSL.*

Learned and utilized fundamentals of real-time rendering such as coordinate spaces, 3D geometry, the GPU rendering pipeline, projection matrices, vertex and fragment shaders, texture mapping, tangent space, bump mapping, parallax mapping, lighting models, fog, particle systems, and frustum culling.

Platformer Sound Design — *A 2D platformer with a unique grapple hook mechanic. Contributed in sound effects and initial concept design of mechanics*

Utilized Reaper, Audacity, and free sound effects to design sounds. Prioritized designing the sounds to fit within the game's sci-fi theme. Brainstormed and implemented early builds of the grapple hook mechanic for playtesting and iteration via Godot's GDscript language.

SKILLS

Experience in game engines Unreal Engine, Unity, Godot, Twine, Clickteam Fusion 2.5, Construct 3, Phaser, GameMaker

Experienced with Microsoft Word, Google Docs, Excel Spreadsheets, RAPTOR Flowchart, Draw.io, Tableau, Trello, Miro for design documentation and organization for projects

Experienced in developing games and the production process; knowledgeable of core game design practices and MDA

LANGUAGES

C, C++, C#

Python

Javascript

Unity, Godot, Unreal

Construct 3, Phaser, GameMaker, Clickteam Fusion 2.5, Twine