

Benjamin Nguyen Quach

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WORK EXPERIENCE

digitalRaster, Software Engineering Intern

(June 2014 – September 2014)

- Helped create an asset management program for digital artists, working on the network and interface components of the program.
- Developed network message queues and information passing through freeRDP virtual channels.

Vizilo VR, Software Developer

(June 2014 – August 2014)

- Led a team in the development of a video game demo that was made with Unity.
- Developed functioning multiplayer for the demo, and coordinated team members in the development of gameplay and input elements of the game

UC Riverside Brain Game Center, Game Developer

(August 2014 – Present)

- Currently working with Dr. Victor Zordan on the development of gameplay and level generation for an audio game.
- Uses research from the UCR neuroscience department to improve brain and auditory functionality

TECHNICAL EXPERIENCE AND PROJECTS

BENd3r

(May 2014)

- Project leader and lead programmer for the [1st place hackUCI winner](#). A 3D modeling program that uses the Microsoft Kinect to simulate clay sculpting with hand gestures.
- Developed most of the graphics components and shaders of the program.

BenScript Language

(March 2014)

- Lead programmer for a team in CitrusHack 2014 that developed a new programming language in 42 hours.
- Language featured lexical analyzer, tokenizer, function calls, daisy-chained operations and variable scoping.

Lost Horizons Videogame

(June 2013 – Present)

- Led other students in developing a complex 3d RPG video game that utilized the Irrlicht graphics engine.
- Created most of the gameplay and postprocessing effects for the game, including the program hierarchy, AI and controls.

Display Board

(December 2013 – Present)

- Project leader for an IEEE-sponsored display board project. Uses a Kinect to allow users to browse weather information around the school.

TECHNICAL SKILLS

- Languages: C++, C, C#, Java, Javascript
- Operating Systems: Windows, Unix, OSX
- Applications: Microsoft Visual Studio, Unity, Git, AVR Studio, Cygwin
- Libraries and APIs: Qt, FreeRDP, OpenGL, Irrlicht, OGRE, POSIX, Win32

ACTIVITIES AND ORGANIZATIONS

GameSpawn at UCR, Vice President

(December 2013 - Present)

I form events and mentorship workshops for the UCR game development club. I also lead multiple projects for students to work on games, and teach workshops about game design.

Association for Computing Machinery, Treasurer

(September 2014 - Present)

I organize events such as the HackerRank Codesprint and club meetings. I also manage and acquire funds for the organization.

EDUCATION

2012 – Present University of California, Riverside (Expected Graduation Year: 2016)
Major: BS in Computer Science
GPA: 3.43/4.0