

SKILLS

Languages: C++, C#, Blueprints, Python, JavaScript, TypeScript, CSS.

Tools: Unreal Engine (UMG), Unity (UGUI & UI Toolkit), React, Git, Figma.

EXPERIENCE

Game Programming Intern

6/2023 - 8/2023

SAIC - CUI Project

- Collaborated with a team of two game developers and two engineering interns to design and develop an asymmetric turn-based wargame in Unreal Engine.
- Developed the game's multiplayer framework, supporting sessions on a private network.
- **Designed and implemented the game's UI for each player**, providing unique actions that directly interfaced with MATLAB to generate and provide real-time and accurate simulations.
- Presented to key military personnel, **exceeding stakeholder expectations**.

UI/UX Officer

4/2023 - 6/2024

Video Game Development Club - University of California, Irvine

- Ran workshops teaching students about UX and UI techniques and principles.
- **Nurtured the next generation** of UI/UX officers to continue enriching the creative community on campus.
- Coordinated and ran club events for over **200+ members**.

PROJECTS

Pitaya

10/2024 - Present

Club Project - UI Designer & Programmer

- A **3rd-Person Action RPG** about a cursed girl who needs to eat to survive, made in **Unreal Engine**.
- Worked closely with team's designers and artists to design UI in **Figma** that fit the game's playful aesthetic.
- Created and implemented all UI elements to handle both **gamepad** and **keyboard and mouse**.
- Utilized both **Unreal's UMG system and C++** to create other features, such as **gamepad brand detection**.

Golf Gridlock

4/2025 - Present

Solo Project

- A **3D Multiplayer Speed Golf game** in **Unity**, about beating and hindering your friends to race through 18 holes.
- Designed and implemented all gameplay, UI, systems, and art assets.
- Created a multiplayer lobby system using the **Steamworks API** to initiate and handle P2P connections.

Project: Ether

8/2023 - 4/2024

Capstone Project - UI Programmer

- A **3rd-Person Action-Stealth** game made in **Unreal Engine**, focused on the use of magic.
- **Developed multiple iterations of accessibility features**, such as subtitles, colorblind modes, and aim assist.
- Created all of the game's menus and HUD, as well as their animations.
- **Worked closely with multiple UX designers and UI artists**, implementing Figma designs in-engine.

EDUCATION

B.S. in Game Design and Interactive Media (bit.ly/UCIGDIM10)

9/2020 - 6/2024

University of California, Irvine