

SKILLS

Languages: C++, C#, Python, JavaScript.

Tools: Unreal Engine (UMG), Unity (3D/2D), React, Git, Figma, Methodologies (Agile, Waterfall, Scrum).

EXPERIENCE

Game Programming Intern

6/2023 - 8/2023

SAIC - El Segundo

- Collaborated with a team of two game developer interns and two engineering interns to design and develop an asymmetric turn-based wargame in Unreal Engine, built on previous interns' work.
- Developed the multiplayer framework, supporting sessions on a private network.
- Designed and implemented the game's UI to each player, providing unique actions to each player that directly interfaced with MATLAB to generate and provide real-time and accurate simulations to the game.
- 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 to teach students about UX and UI techniques and principles from the industry.
- Fostered the next generation of UI/UX officers to help continue enriching a supportive and creative community.
- Coordinated and ran club events for over 200+ members.

PROJECTS

Gunslinger Breakout

4/2024 - 6/2024

Club Project

- A FPS Puzzle-Platform game about using supernatural bullets to escape, made in Unity.
- Worked with a UX Designer to implement their vision into the game, creating the game's interactive UI systems.
- Developed the various UI animations to help improve the player's experience and immersion.
- Wrote flexible and understandable code that programmers and designers could easily understand and use.

Project: Ether

8/2023 - 4/2024

Academic Project

- 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 HUD and menus, as well as their animations.
- Worked closely with multiple UX designers and UI artists, implementing their Figma designs into engine.

Light-Runner

4/2023 - 6/2023

Academic Project

- A 1v1 FPS Arena shooter made in Unreal Engine, set in a Tron-inspired world.
- Implemented all UI elements through Unreal's UMG system and C++, ensuring a user-friendly experience.
- Created the game's HUD, designed around the synchronization with the game's multiplayer system.

EDUCATION

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

9/2020 - 6/2024

University of California, Irvine