

SKILLS

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

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 other game developer interns and two engineering interns to design and develop a asymmetric turn-based wargame in Unreal Engine, building 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 - Present

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.
- Coordinating and running club events for over **200+ members**.

PROJECTS

Survivors

4/2024 - Present

Personal Project

- A multiplayer top down horde-shooter about restoring order to Hell, made in Unity.
- Worked directly with one other developer to create their UI designs and **advocate for accessibility**.
- Designed and created various UI systems, such as loot drops, player inventory, and more.
- **Created flexible animation systems** to support the changing nature of early development.

Project: Ether

8/2023 - 4/2024

Academic Project

- A 3rd-Person Action-Stealth game made in Unreal Engine, focused on the use of magic.
- **Implemented 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 the Save & Load and objective systems.
- **Worked with closely with multiple UX and UI designers**, implementing their Figma designs into engine.

Zot Dev

4/2023 - 6/2023

Academic Project

- A simulation game about a student studying Game Development at UC Irvine, made in Unity.
- Designed and developed the game's timer systems and overall gameplay layout.
- **Collaborated with another UI programmer** to develop the game's interface.

EDUCATION

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

9/2020 - Present

University of California, Irvine

Expected Graduation: 6/2024