

## 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 turn-based wargame in Unreal Engine that utilized Matlab generated data, with the goal of simulating military weaponry for a possible near-future scenario.
- Developed the games's UI that both housed various game actions for all players, and displayed relevant Matlab generated data.
- Designed and implemented the multiplayer framework, allowing for three different views of the game: two different players, and an omniscient game master.

### UX/UI Officer

4/2023 - Present

#### Video Game Development Club - University of California, Irvine

- Partnered with the club's UX/UI department director to co-lead UX/UI focused workshops to club members, as well as producing and leading workshops on a solo basis.
- Networked with other clubs like Commit the Change to produce collaborative events that explored UX topics such as how games could be further improved to foster positive communities.
- Served as a general resource for club members on both the general UX design process, as well as specifically in UI programming for both Unreal Engine and Unity.

## PROJECTS

### Project: Ether

8/2023 - Current

#### Academic Project

- A 3rd-Person Action-Stealth game made in Unreal Engine, focused on the use of magic.
- Currently working with a multidisciplinary team of 40 members to create this game from scratch, including all art assets, audio assets, and more.
- Implemented UI features and functionalities such as resource bars, enemy inspection, and a settings menu.
- Incorporated graphics settings, sound settings, key mappings, colorblind filters, and more.
- Worked with multiple UX and UI designers, implementing their designs from Figma into the game.

### Zot Dev

4/2023 - 6/2023

#### Academic Project

- A simulation game about a student studying Game Development at UC Irvine, made in Unity.
- Partnered with another UI Programmer to fully implement all aspects of the game's UI, with a personal focus on the game's core gameplay UI. Also collaborated with a total team of 16 other programmers, designers, and artists to determine how the core gameplay UI should appear and function.

## EDUCATION

**B.S. in Game Design and Interactive Media** ([bit.ly/UCIGDIM10](https://bit.ly/UCIGDIM10))

9/2020 - Present

University of California, Irvine

Expected Graduation: 6/2024