Chris Truong

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http://www.sfu.ca/~cta52/Portfolio/index.html

Profile

Hello! I am a fourth year student at SFU's School of Interactive Arts and Technology (SIAT) with a concentration in information systems. I have learned a lot about UX design and software development processes which has helped me identify problems and solutions to real world problems. I have a strong passion for game development and would sometimes have small projects dedicated to them. My interests include games, animation, 3D printing and computer hardware.

Technical Skills

Unity
RPG Maker
Flash
Illustrator
Photoshop

Solidworks
Rhino
Google Sketchup

Arduino / Processing
C#
Java
HTML/CSS
Javascript

Design Process

Unified Modeling Language
Iterative Design
Personas
Wireframe
Prototyping
Usability Testing

Experience and Awards

AFK Game Dev Symposium Winner
Programmer, Animator, and Writer
March 2015

Winner of the AFK Game Dev Symposium for the best game in the 'narrative' category. Required the understanding of different immersion frameworks for a believable story as well as gameplay frameworks for a fun interactive experience.

Kalos Pokemon Badges 3D Prints
3D Modeler and Drafter
May 2014

Commisioned freelance project. Drafted out dimensions and orthographic views of 8 Pokemon badges. The drawings were then modeled using Solidworks and 3D printed. Each print was painted to match the game's colouring as much as possible.

VMC Games Lab
QA Tester
Aug-2012- April-2014

Tested various pre-released AAA games. Performed specific tasks that required stressing the network servers. Discovered, reported, and replicated various bugs. Collaborated with other testers to accomplish various debugging tasks.

Education

Simon Fraser University
Interactive Arts and Technology
[Information Systems Concentration]
Bachelor of Science
Sept 2010 - present

An interdisciplinary research focused program with a focus on collaboration between designers, artists, and technologists in user-centered design, media creation, and data representation.