ERIC K. TSAI

GAME PROGRAMMER

www.ericktsai.com | ericktsai@cmu.edu | 703-509-8875

Objective

Seeking a game programming internship for the summer of 2015

Skills

LANGUAGES
C#
Java
C++
PHP
Ruby
MySQL

FRAMEWORKS
Unity3D
MonoGame
CakePHP
Ruby on Rails

SOURCE CONTROL
Perforce
Git
Subversion
Redmine
Unity Asset Server

COURSES
Game Design
Algorithms
Operating Systems
Web & Mobile
Software Design

Education

Carnegie Mellon University, Entertainment Technology Center, Pittsburgh, PA
Master of Entertainment Technology, 2016

University of Virginia, Charlottesville, VA
B.S. Computer Science, 2014

Personal

Global Game Jam – Game Programmer (C#)
January 2015 ▪ Pittsburgh, PA
- ✓ Created a bomb-defusing, puzzle game using the Stroop effect
- ✓ Developed a randomized, puzzle generator for infinite levels
- ✓ Generates 4 wires with 4 color properties each unique to one another

Projects

CaveMen - Game Programmer (C#)
Spring 2015 ▪ Pittsburgh, PA
- ✓ Developing different prototypes using Kinect and PS Move in Unity3D
- ✓ Exploring gameplay in Cave, a three-walled projection space w/ a motion floor
- ✓ Creating 2-3 game demos and menu system for a Cave tour experience

Building Virtual Worlds - Game Programmer (C#)
Fall 2014 ▪ Pittsburgh, PA
- ✓ Rapidly prototyped a Unity3D game every 2 weeks with teams of 5 in C#
- ✓ Developed on unique, interactive platforms like Oculus Rift, Kinect, PS Move
- ✓ Collaborated frequently with artists and sound designers

LEAP - Software Developer (Ruby)
August 2013 to May 2014 ▪ Charlottesville, VA
- ✓ Created a database management system for the Local Energy Alliance Program, a local non-profit charity, with a team of six students
- ✓ Set up MySQL database for re-organizing the messy data
- ✓ Integrated Twitter autocomplete/typeahead into Ruby on Rails

Employment

Symantec - Research Programming Intern (C++)
Summer 2012 ▪ Herndon, VA
- ✓ Translated from paper to C++ my mentor's algorithm (calculating unknown network topologies)
- ✓ Allowed my mentor to test the limits of his algorithm, visualize it, and effectively present his research
- ✓ Parsed topology data in order to simulate it through Network Simulator 3 in C++
- ✓ Utlilized linux tools (gnuplot, twopi) to graph all topologies and data gathered