

# LONG NGUYEN HUU

## GAME PROGRAMMER

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## PROFILE

I have 3 years of experience working in studios on shipped games for PC & console. I also enjoy working solo or in jams with lightweight engines. I'm enthusiastic about new tools and seek efficient workflows.

## TECH

### Engines

Unity, PICO-8, Godot

### Programming languages

C#, C++, Python, Lua, Rust

## PROFESSIONAL EXPERIENCE

### Evil Genius 2

**2020.10 - 2022.02 @ Rebellion Warwick, UK (remote work from France)**

Construction and management simulation for Windows, PS4, PS5, Xbox One, Xbox Series S/X

In-house engine - Gameplay & UI programming (C++)

- Temperature system
- Trap combo tracking system
- New events & objectives
- Misc fixes & improvements

### Hotshot Racing

**2018.11 - 2019.11 @ Sumo Digital, UK**

Racing game for Windows, Switch, PS4, Xbox One

In-house engine - Gameplay, UI & Tool programming (C++/C#)

- Money reward & car part unlock/purchase system
- Improve track surface effects on gameplay and aesthetics
- Improve boost system (charge gauge, PFX and screen FX, HUD animations)
- Improve debug tool (C#)

## Ghost Recon: Breakpoint

**2017.08 - 2018.08 @ Ubisoft Paris, France**

Open-world military shooter for Windows, PS4, Xbox One

In-house engine - Gameplay programming in 3C team (C++)

Implement the following systems:

- Injury system
- Suppressive fire
- Sync shot drone

and plug the associated character animations, voices, camera FX and/or network replication

## Guns, Gore & Cannoli 2

**2016.08 - 2016.12 @ Crazy Monkey Studios, Belgium (internship)**

Indie run 'n' gun for Windows, Switch, PS4, Xbox One

Unity - Gameplay programming, Level design (C#)

- Prototype level section (whiteboxing, enemy spawns, events)
- Bomber enemy behavior
- Improve AI navmesh generation and custom editor tools

## PERSONAL PROJECTS

### pico sonic

**2018.05 - present**

A partial 8-bit demake of Sonic 3

PICO-8 - Programming, Level rebuild, Sprite/SFX adaptation, BGM adjustments

## EDUCATION

**Postgraduate degree in Interactive Digital Experiences**

2015.10 - 2017.02 @ Gobelins (Paris, France) - Enjmin (Angoulême, France)

**Double degree of Master of Science in Engineering**

2011.09 - 2015.08 @ Supélec (France) - Keio University (Japan)

## LANGUAGES

<b>English</b>	Full working proficiency
<b>French</b>	Native
<b>Japanese</b>	Limited working proficiency
<b>German</b>	Limited working proficiency
<b>Korean</b>	Beginner