

# 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, UE4

### 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 made with PICO-8.

Play: <https://komehara.itch.io/pico-sonic>

Source code: <https://github.com/hsandt/sonic-pico8>

### Shmup Framework

**2021.02 - present**

A WIP side-scrolling shoot 'em up framework for Unity. Currently features:

- health, weapon and power-up system with basic bullet patterns
- level editor based on enemy waves with tunable motion paths
- behavior tree to customize weapon and enemy behavior

Source code: <https://bitbucket.org/hsandt/shmup-framework/src/develop/>

Demo game: <https://komehara.itch.io/eminent-domain>

### RPG Framework

**2021.07 - present**

A WIP classic RPG framework for Unity. Currently features:

- turn-based battle
- stats, buff, status ailment system
- data-driven skills that can be extended easily

Currently closed source

Demo game: <https://komehara.itch.io/eras-time-delivery-service>

## 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

**English** Full working proficiency

**French** Native

**Japanese** Limited working proficiency

**German** Limited working proficiency

**Korean** Beginner