

# Hung Bui

## Software Developer | 2D/3D Digital Artist

hungbuiwork@gmail.com | hungbuiwork.github.io/portfolio

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Passionate about developing software with quality design, I am an interdisciplinary programmer and artist seeking a Summer 2023 internship in Software Engineering or UI/Front-End Development

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### Projects

#### Portfolio Website December 2022

Programmer, UI

My portfolio website showcasing software projects, with an emphasis on quality design | React JS, Tailwind CSS.

- Designed custom user interface to be responsive and aesthetic using Tailwind CSS framework
- Built functional and class components to reduce code repetition

#### Customizable Toon Shader November 2022

Programmer

A customizable 3D shader that allows for interpolation between “toon” and “smooth shading” | Unity, Nvidia CgShader.

- Utilized linear algebra and graphics techniques to implement diffuse shading, specular highlights, rim lighting, and outline shading
- Implemented organized interface to customize parameters affecting colors, smoothing amounts, lighting intensity, etc.

#### Hand-controlled Joke Generating Web App Oct 2022

Programmer, UI

Joke generating web application, controlled by video & hand-detection | AngularJS, CSS.

- Created a service which makes calls to joke-generating REST API and manages loading, favoriting, and deletion of jokes
- Created custom gestures to control application through video, using HandtrackJS

#### Musical Madness (2D Game) April 2022 - June 2022

Project Leader, Programmer, 2D Artist, VFX

A top-down procedural dungeon crawler/shooter themed around music | Team size: 6 | Unity C#, Asesprite.

- Facilitated weekly game design and sprint planning/review meetings for a team of 6 students
- Programmed and optimized procedural dungeon-generation algorithm
- Designed structure of player/enemy scripts to be reusable and modular
- Implemented enemy AI to allow creation of unique and dynamic behaviors with less code
- Conceptualized and produced all art assets, UI, particle effects, and animations

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### Skills

<b>Programming Skills:</b>	C#, C++, Javascript, Python
<b>Web Development:</b>	React, Angular, HTML, CSS, SQL
<b>Digital Graphics:</b>	Blender, Procreate, Asesprite
<b>Soft Skills:</b>	Leadership, Collaboration, Interdisciplinary, Creative

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### Education

**University of California, Irvine**  
B.S. in Computer Game Science &  
B.S. in Computer Science  
Expected graduation: June 2024

GPA: 3.97

### Relevant Coursework

Design & Analysis of Algorithms, 3D Modeling & World-building, Discrete Mathematics, Linear Algebra, Data Management, Intro to AI, Game Systems & Design, Software Design, Computer Graphics, User Interaction

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### Awards

UCI Phi Beta Kappa Honors Society Book Award 2021