HUNG BUI

Irvine, CA | ✉ hungbuiwork@gmail.com |https://hungbuiwork.github.io/portfolio | LinkedIn: hung-d-bui

Detail-oriented programmer with a strong background in collaboration, writing well-structured code, and creating visually captivating user interfaces. Seeking an entry-level software engineering internship or junior software developer position.

SKILLS

Programming Languages: ★ C#, ★ C, ★ Python, ★ C++, ★ HTML5, ★ CSS, Javascript
Software Development Tools: ★ React.js, ★ Github, Angular, Figma, ★ Tailwind, Trello, ★ Unity, ★ Unreal, Jira
Soft Skills: Interdisciplinary, Communication, Adaptable, Creative, Problem-Solving, Leadership

SELECT PROJECTS

More projects at https://hungbuiwork.github.io/portfolio/#/SE

CAPSTONE PROJECTS ARCHIVE: Project Leader, Full Stack Engineer (React.js, Typescript, CSS) 10 weeks
A user-oriented web application for UCI faculty, students, and companies .to archive and view past capstone projects.

- Collaborated with **stakeholders to discuss and document project requirements and use cases,** ensuring a user-oriented approach and organized documentation for current and future implementation.
- Led a team of 5 using **Agile** and **Scrum** methodologies, utilizing **Jira** to effectively conduct sprints.
- Implemented front-end UI components in Tailwind CSS and suggested and implemented back-end search components using JavaScript calls, enhancing overall user experience.

PROCEDURAL TREE GENERATION: Programmer, UI (Unity, C#) Solo **4 weeks**
A tool for building organic-looking trees/plants (in 3D) from simple rules, using Lindenberg -systems

- Conducted in-depth research on the fundamental process of L-systems and created a C# implementation from scratch.
- Developed two scripts from scratch: 1) A C# L-system implementation generating the plant's structural information, and 2) A parser that creates the plant in a recursive-like way, using 3D vector calculations.
- Formulated a solution to render foliage and animate the growth of plants, accompanied by an online demonstration

MUSICAL MADNESS: Project Leader, Programming, UI (Unity, C#) Team: 16 **7 weeks**
A 2D top-down procedural dungeon crawler video game, with an engaging combat system and boss fights

- Adopting **Agile methodology, led weekly game design meetings and sprints** for a dedicated team of 6.
- Designed code structure of player/enemy scripts to be reusable and modular, using **UML diagrams to communicate** to other team members, resulting in organized and efficient code development
- Programmed and **optimized custom procedural dungeon-generation algorithms in C#**, resulting in a system that allowed easy expansion and unique level-creation

EXPERIENCE

WHATCARES NONPROFIT WEBSITE (React, Javascript, TailwindCSS) Remote
at WhatCares NonProfit Jul 2023 – Present
Website for World Health Access Team, a nonprofit comprised of physicians that provide healthcare to underserved countries

- Designing and implementing a **responsive**, **visually appealing user interface** to effectively inform and attract potential contributors to the nonprofit's mission, breaking code down into components that dynamically display information
- **Communicated with medical professionals(stakeholders)** to acquire information about the website's purpose, intended audience, and desired ambiance, and to organize/gather information before initiating website development

WEBSITE DESIGN INTERN (Figma, HTML, CSS) Irvine, CA
at *UCI| Game Design & Interactive Media* Feb 2023 – June 2023

- **Designed visually engaging informational flyer** using Figma, used to promote UCI's GDIM major at Game Developers Conference 2023, expanding the reach and exposure of the GDIM major
- Created and organized HTML & CSS course/syllabus websites for faculty members
- **Communicated and coordinated with faculty** in creating a website to showcase student projects

EDUCATION

UNIVERSITY OF CALIFORNIA, IRVINE Expected graduation: June 2024
Major in **Computer Science** & **Computer Game Science** spec. in Graphics & Visual Computing **GPA: 3.94**
Merits: UCI Summer Academy Logo Design Competition 2023(2nd of 40+ entries), Phi Beta Kappa Honor's Society Book Award Recipient 2021, Cum Laude