

Hung Bui

Gameplay and Software Engineer | 2D/3D Digital Artist

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Passionate about game development, I am an interdisciplinary programmer and digital artist seeking 2023 Internships in Gameplay Engineering, or Tools Engineering.

Projects

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

Project Leader, Programmer, 2D Artist, VFX

A top-down procedural dungeon crawler/shooter themed around music. 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 from a single script
- Conceptualized and produced all art assets, UI, particle effects, and animations

Hughes Media & Design Lab: Patient Zero October 2021 - April 2022

Programmer, UI Artist

A research-based educational simulation game about a pandemic. Unity C#.

- Fixed visual bugs and redesigned/implemented menu, and tooltips UI
- Improved visual effects and post-process lighting in Unity

Sporo's Island (3D Solo Project) March 2022

Programmer, 3D Artist

A small, peaceful, 3D floating island where you play as a mushroom man. Unity C#, Blender.

- Conceptualized and modeled all environment/3D assets
- Designed, rigged, and animated characters in Blender & Unity
- Created particle effects, lighting, and post-processing effects in Unity

Vampire Village (3D Multiplayer Game) September 2020 - May 2021

Programmer, 3D Artist, VFX

A multiplayer 1-vs-all social deduction game where players must find out which one of them is the vampire.

Unity C#, Blender.

- Designed and created 3D environments using Blender and Unity
- Programmed lighting system and visual effects, such as the game's "blood hunt" mechanic

Skills

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|----------------------------|--|
| Programming Skills: | C#, C++, Python, HTML, CSS, Javascript, Angular |
| Game Engines: | Unity, Unreal |
| Digital Graphics: | Blender, Procreate, Asesprite |
| Soft Skills: | Leadership, Collaboration, Interdisciplinary, Creative |

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

Awards

UCI Phi Beta Kappa Honors Society Book Award 2021
UCI Dean's Honor List, Via Arte "Best Rendition of a Master" 2020
One Book, One Bakersfield "Honorable Mention"(Art) 2019

