

# Hung Bui

## Programmer

Email: hungbuiwork@gmail.com

Portfolio: hungbuiwork.github.io/portfolio

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Passionate about developing software with quality design, I am an programmer 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 visual 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 redundancy

### 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
- Made an 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.

- Programmed 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, using Agile
- 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

**Programming:** C#, C++, Javascript, Python

**Web Development:** React, Angular, HTML, CSS, SQL

**Soft Skills:** 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

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|-----------------------------------|------------------------------------|
| • Design & Analysis of Algorithms | • Discrete Mathematics             |
| • Software Design                 | • Linear Algebra                   |
| • User Interaction                | • Intro to Artificial Intelligence |
| • Computer Graphics               |                                    |

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## Awards

UCI Phi Beta Kappa Honors Society Book Award 2021