Hung Bui

Game Programmer | Artist

Email: hungbuiwork@gmail.com   **Portfolio:** hungbuiwork.github.io/portfolio

Passionate about game development, I am an interdisciplinary programmer, with skills in art, seeking a 2023 summer internship in Gameplay Engineering, or Technical Art.

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 | 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

Hughes Media & Design Lab: Patient Zero October 2021 - April 2022   **Programmer, UI Artist**
A research-based educational virtual-reality simulation game about a pandemic | Team size: 19 | 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 |
Team size: 10 | 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

Programming Skills: C#, C++, Python, HTML, CSS, Javascript, React, 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
- Software Design
- User Interaction
- Computer Graphics
- Game Systems & Design
- Discrete Mathematics
- Linear Algebra
- Intro to Artificial Intelligence
- 3D Modeling & World-building

Awards

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