

# Hung Bui

## Gameplay Developer | 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.

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### 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
- 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 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

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### Skills

<b>Programming Skills:</b>	C#, C++, Python, HTML, CSS, Javascript, React, Angular
<b>Game Engines:</b>	Unity, Unreal
<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  
UCI Dean's Honor List, Via Arte "Best Rendition of a Master" 2020  
One Book, One Bakersfield "Honorable Mention"(Art) 2019