HUNG BUI

Irvine, CA | ✉ hungbuiwork@gmail.com |Portfolio Website | 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.

EDUCATION

UNIVERSITY OF CALIFORNIA, IRVINE Expected graduation: June 2024

Major in **Computer Science** & **Computer Game Science** **GPA: 3.97**

Relevant Coursework: Software Design, Design & Analysis of Algorithms, Computer Graphics, Machine Learning, Computer Vision, Artificial Intelligence

Awards: UCI Summer Academy Logo Design Competition 2023(2nd of 40+ entries), Phi Beta Kappa Honor's Society Book Award Recipient 2021, Dean's Honor List(All Quarters)

SKILLS

Programming Languages:★ C#, ★Python, C++, ★HTML5, ★CSS, Javascript, Typescript, SQL

Software Development Tools: ★React.js, ★Github, Angular, Figma, ★Unity, ★Tailwind, Trello

Soft Skills: Interdisciplinary, Communication, Adaptable, Creative, Problem-Solving, Leadership

PROJECTS

WHATCARES NONPROFIT WEBSITE | Solo | **React, Javascript, TailwindCSS** 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** to acquire information about the website's purpose, intended audience, desired ambiance, and to organize/gather information before initiating website development

PROCEDURAL TREE GENERATION | Solo Project | **Unity, C#** May 2023 – Jun 2023

Tool for building organic-looking trees/plants (in 3D) from simple rules, using Lindenberg -systems

- 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.**
- **Developed a solution to render foliage and animate the growth of plants**, accompanied by an online demonstration

HAND-CONTROLLED JOKE WEB APP | Solo Project | **AngularJS, Typescript, CSS** Oct 2022 – Oct 2022

Joke-generating web application, controlled by video & hand-detection

- **Programmed a service** that makes calls to joke-generating **REST API** and manages loading, favoriting, and deletion of jokes. Implemented **clean, intuitive UI** to control the app
- **Integrated HandtrackJS library** to implement detection of custom gestures to control the application

MUSICAL MADNESS | Team size: 6| Role: Project Leader, Programming, UI| **Unity, C#** Mar 2022 – Apr 2022

2D top-down procedural dungeon crawler video game

- **Led weekly game design & spring planning/review meetings** for a team of 6 students using **Agile methodology**
- Programmed and **optimized custom procedural dungeon-generation algorithms** in C#, **resulting system that allows easy expansion and unique level-creation**
- 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**

EXPERIENCE

WEBSITE DESIGN INTERN Irvine, CA

at *UCI| Game Design & Interactive Media* Feb 2023 – Present

- **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

GAME PROGRAMMER Irvine, CA

at *Hugh's Design & Media Lab*| "Patient Zero"(3D VR simulation game)**|** Team size: 19 Oct 2021 – April 2022

- **Fixed visual bugs**, redesigned/implemented 3D pause menu in C#
- Improved visual effects, lighting, and post-processing in Unity3D, resulting in a more realistic, aesthetic VR environment