

John Chau

San Jose, CA - Email me on Indeed: [indeed.com/r/John-Chau/b518af5949a599fd](https://www.indeed.com/r/John-Chau/b518af5949a599fd)

WORK EXPERIENCE

Senior Game Design Project

- January 2017 to Present

Developer:

Social interaction simulation game. My role involved creating a custom engine in C# that manages sprites, AI selection of dialogue, and core loop logic. The AI featured dialogue searching through filtering based on mark-up, much like navigating in 3D space.

Developer

- March 2016 to June 2016

Implemented enemy statistics and movement for a roguelike game in a custom JavaScript engine.

Developer

Computational Media - March 2016 to March 2016

Implemented the core mechanics and game world of Agar.io in a limited platform using LUA and a custom open-source engine, Pico-8. Playable at www.picariogame.com

EDUCATION

BS in Computer Science

University of California - Santa Cruz, CA
June 2017

SKILLS

Blender (Less than 1 year), C# (Less than 1 year), Java (Less than 1 year), Python (Less than 1 year), Unreal Engine (Less than 1 year)

LINKS

<https://github.com/jwchau>

<https://www.linkedin.com/in/jwchau>

ADDITIONAL INFORMATION

Skills:

Languages: C#, JavaScript, Java, Python

Developmental: Scrum/Agile, Slack, Trello

Programs: Unreal Engine 4, Blender, Processing