Jimmy Chu

https://jjccy.github.io/
jimmychu82@gmail.com
778-239-8999

INTRODUCTION

A game developer with the skill of programming, UX/UI, web development and animation. Background from Interactive Arts & Technology provides him with the knowledge to understand the thought process between designers and developers, creating a balance between the two.

SKILLS

Programming	Game develop	Web design	Tools + process
C++	Unity	HTML+CSS	Processing + Arduino
C#	Maya	JavaScript	Git
Java	3D model	PHP	Figma
Python	Animation	SQL	

ACADAMIC PROJECTS

Homebound: Unity Game Design
Environment Designer, Programmer
Sep 2020 - Dec 2020

- Generate the idea of the game, creating fun mechanics and interactive method of the game
- Implement game into Unity, writing code and creating prefabs for the game. Links animation to user input and environment input

The Dungeon: Interactive Art Piece
Programmer, UX/Interactive Designer
April 2019 - May 2019

- Prototype an immersive Interactive dungeon with lighting, sound, visual
- Set up and programmed the interactive dungeon with processing that links to an external dance pad to simulate movement

Settle Design Charette
Modeler, Concept Designer
September 2018

- Leading a team to create an architectural form building, represent ideas through forms of models and presentation
- Responsible for generate concepts, creating forms and models

EDUCATION

Simon Fraser University, Canada
B.A. Interactive Arts & Technology
Fall 2017 - present

- Concentrating in Interactive System and Media Arts. Relevant course include game design, multimedia programming, digital compositing, web design, interface design, animation.