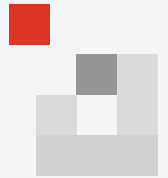


# Jimmy Chu

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## INTRODUCTION

A developer with the ability of web development, UX/UI, animation and self-motivation. Background from Interactive Arts & Technology allows him to understand the thought process between designers and developers, creating a balance between the two.

## SKILLS

### Programming

C++  
C#  
Java  
Python

### Game develop

Unity  
Maya  
3D model  
Animation

### Web design

HTML+CSS  
JavaScript  
PHP  
SQL

### Tools + process

Processing + Arduino  
Git  
Figma

## EXPERIENCE

### D3 Security

Front-end Developer  
May 2021 - Present

- Assisted other departments to maintain and implement new features to a large system with HTML, CSS, JQuery, .Net and SQL
- Reduce legacy code, improve its readability and structure

## 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

## 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.