

Max Robert Chung

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EXPERIENCE

Blizzard Entertainment Jun. 2015 – Sep. 2015
Software Engineer Intern

- Helped develop internal websites
- Frameworks used: ASP.NET, MVC, Nest/Elasticsearch, Kendo UI

osu! UCI Nov. 2014 – Dec. 2015
Founder, Webmaster

- Founded a new club on campus dedicated to playing the rhythm game osu!
- Led weekly online game sessions and offline meetings
- Developed and maintained the club's website

Video Game Development Club UCI Oct. 2012 – Dec. 2015
Officer Oct. 2014 – Dec. 2015

- Oversaw and mentored club teams
- Engaged in quarterly game jams and long-term projects

PROJECTS

Quaternion: Too Drunk 4 a Title (Basically a Tuple) Dec. 2015
Programmer

- Networked battle arena game with drunk fighters
 - Led project, worked on networking, game logic, camera, screenshake
 - Made in Unity
 - Completed in a weekend-long game jam I personally hosted and organized

Tatami Galaxies May 2014 – Sep. 2014
Programmer, Artist

- Exploration game where one to two players navigate procedurally generated rooms, based on the anime *The Tatami Galaxy*
 - Led project, worked on collision, camera, game logic, level generation, art
 - Made in C# with MonoGame
 - Started during the 2014 HackUCI hackathon, placing 3rd out of 50 projects

SKILLS

Languages

- C++, C#, Python, Java, Ruby, HTML, CSS, SQL

Frameworks and Programs

- Unity, Rails, Emacs, Visual Studio, Eclipse, Git, Adobe Photoshop, Trello

EDUCATION

University of California, Irvine Graduated: Dec. 2015

- B.S. in Computer Game Science
- GPA: 3.736