Max Robert Chung

http://maxrchung.com/
maxrchung@gmail.com

EXPERIENCE

Biometrics4ALL   Jun. 2016 – Present
Quality Control Engineer
- Configure applications, write/execute test cases, code business rule delegates
- Used: VB.NET, Visual Studio, Excel, XML

Blizzard Entertainment   Jun. 2015 – Sep. 2015
Software Engineer Intern
- Developed a new internal website
- Frameworks used: ASP.NET, MVC, Kendo UI, NEST/Elasticsearch
- Languages: C#, HTML, Less.js/CSS, TypeScript/JavaScript

osu! UCI   Nov. 2014 – Present
Founder, Webmaster   Nov. 2014 – Dec. 2015
- Founded a new club on campus dedicated to playing the rhythm game osu!
- Led weekly online game sessions and in-person 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

Dualive   Jun. 2016 – Nov. 2016
Programmer
- Background animation made for a song in osu!
  - Written in C++ along with osu!'s scripting language

Tatami Galaxies   May 2014 – Sep. 2014
Programmer, Artist
- Exploration game where one to two players navigated procedurally generated rooms, based on the anime *The Tatami Galaxy*
  - Led team of four, polished collision, camera, and level generation
  - Written in C# with MonoGame
  - Started during the 2014 HackUCI hackathon, placing 3rd out of 50 projects

SKILLS

Languages
- C++, Python, VB.NET, C#, Java, SQL, HTML, CSS, Ruby

Programs
- Visual Studio, Emacs, Git, Adobe Photoshop, Trello

EDUCATION

University of California, Irvine   Graduated Dec. 2015
- B.S. in Computer Game Science
- GPA: 3.777