**Max Robert Chung**

<http://maxrchung.com/>

[maxrchung@gmail.com](mailto:maxrchung@gmail.com)

­­­­

**EXPERIENCE**

Blizzard EntertainmentJun. 2015 – Sep. 2015­

*Software Engineer Intern*

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

[osu! UCI](http://maxrchung.com/projects/osuuci)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 offline meetings
* Developed and maintained the club’s website

[Video Game Development Club UCI](http://vgdc-uci.com/)Oct. 2012 – Present

*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)](http://maxrchung.com/projects/quaterniontoodrunk4atitlebasicallyatuple)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](http://maxrchung.com/projects/tatamigalaxies/)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#, Java, Python, HTML, CSS, SQL

Frameworks and Programs

* Unity, Rails, Emacs, Visual Studio, Git, Adobe Photoshop, Trello

**EDUCATION**

University of California, Irvine Graduated: Dec. 2015

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