**[Max](mailto:maxrchung@gmail.com) Robert Chung**

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**EXPERIENCE**

Biometrics4ALLJun. 2016 – Present

*Quality Control Engineer*

* Configure applications, write/execute test cases, code business rule delegates
* Used: VB.NET, Visual Studio, Excel, XML

Blizzard EntertainmentJun. 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](http://osuuci.com)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](http://vgdc-uci.com/)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](http://maxrchung.com/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](http://maxrchung.com/projects/tatamigalaxies/)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