

# Max Robert Chung

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## OBJECTIVE

Collaborate with passionate game developers to build fun and zany video games

## EDUCATION

University of California, Irvine

Expected Graduation: Jun. 2016

- B.S. in Computer Game Science
- GPA: 3.738

## PROJECTS

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*
  - Implemented collision, created all art assets
  - Written in C# with MonoGame
  - Made during the HackUCI hackathon, placing 3<sup>rd</sup> out of 50 projects

SLicense to Dye

Sep. 2013 – May 2014

*Programmer, Artist*

- Action-puzzle mobile game best described as *Fruit Ninja* with color theory, defend against an invasion of colored lice with a slice of the finger
  - Polished UI, created all art assets
  - Written in C# with MonoGame and Xamarin.Android
  - Released on the Google Play Store

Verves of Steel

Apr. 2014

*Programmer, Artist*

- Shoot 'em up game that uses modified VERVE sensors as controllers
  - Implemented animations and screen shake, created all art assets
  - Written in native Java
  - Made during UCI's Video Game Development Club spring game jam, placing 1<sup>st</sup> out of 6 projects

## ACTIVITIES

Video Game Development Club UCI

Sep. 2012 – Present

*Art Officer*

Feb. 2014 – Present

- Host weekly art jams, where participants can socialize and draw together
- Engage in quarterly game jams and long-term projects