

Max Robert Chung

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

PROJECTS

[Left to Die](#)

Jan. 2015

Programmer, Artist

- *Cat Mario* inspired platformer where facing left inverts all blocks
 - Led project, implemented collision, movement, screen shake, and sound
 - Written in Python with Pygame
 - Completed in a 48-hour game jam

[Tetris Buddies](#)

Dec. 2014

Programmer

- Peer-to-peer networked *Tetris* using UDP
 - Led project, implemented networking
 - Written in Python with Pygame
 - Completed in a 72-hour game jam

[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, 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++, C#, Java, Python, SQL, HTML, CSS

Programs

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

ACTIVITIES

[Video Game Development Club UCI](#)

Oct. 2012 – Present

Art Director

Oct. 2014 – Present

- Host weekly art jams, where participants socialize and draw together
- Host weekly art workshops, teaching digital and traditional concepts
- Engage in quarterly game jams and long-term projects

EDUCATION

University of California, Irvine

Expected Graduation: Jun. 2016

- B.S. in Computer Game Science
- GPA: 3.755