Max Robert Chung

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PROJECTS

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 I organized

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

ACTIVITIES

osu! UCI   Nov. 2014 – Present
Founder, webmaster
- Founded a new club on campus dedicated to playing the rhythm game osu!
- Lead weekly online game sessions and offline meetings
- Develop and maintain the club's website

Video Game Development Club UCI   Oct. 2012 – Present
Art Director   Oct. 2014 – Present
- Host weekly art jams, where participants can 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: 3.775