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

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**PROJECTS**

[Left to Die](http://maxrchung.com/projects/lefttodie/)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](http://maxrchung.com/projects/tetrisbuddies/)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](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, 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](http://vgdc-uci.com/)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