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

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**OBJECTIVE**

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

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**EDUCATION**

University of California, Irvine Expected Graduation: Jun. 2016

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

**PROJECTS**

Tatami GalaxiesMay 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 3rd out of 50 projects

SLicense to DyeSep. 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 SteelApr. 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 1st out of 6 projects

**ACTIVITIES**

Video Game Development Club UCISep. 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