Jeffrey C. Hui

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Education

University of California, Santa Cruz, CA   **Fall 2014 – Spring 2018**

    B.S. in Computer Science: Computer Game Design

    Coursework: Algorithms and Abstract Data Types, Applied Discrete Mathematics, Computer System/Assembly Language, Data Structures, Mobile Applications, Web Applications,

    GPA: 3.43

    Associations: California Dragon Boat Association, Alpha Phi Omega Service Organization

Skills

    Programming: JavaScript (p5.js,Phaser.js), HTML, CSS, Java, C++

    Tools: Git, Bash, Sublime, IntelliJ, Visual Studio, UML

    OS: Windows, Linux, Mac, Unix

Projects

Shroommates

- Light-hearted 3D platforming adventure built with Unreal Engine 4 and C++. Save your mushroom family from the humans in Shroommates, solve puzzles through clever use of your environment and get everyone back home safely. You're a little shroom in a big world - squish down for a powerful jump, parachute away with your mushroom cap, and climb vines to get to vantage points around the house. Beware of the human chef bent on putting delicious shrooms on his pizza, and a deadly Shroomba that attacks fungi on sight.
- Click this to watch the game trailer, this to download and play, and this to view my contribution.

Subscription Splitter

- Webapp that serves as a platform, so anyone can find people to split the cost of a variety of services such as Netflix, Chegg, HBO, or Hulu. Built using Mongo, Express, and Node. Styling done with Bootstrap.
- Click this to view the website and click this to view what we accomplished.

Flint

- Flint is a top-down puzzle game where the player must traverse through an underground water supply, fixing pipes and cleaning up waste before all the clean water is lost. The game's mechanics focuses primarily on fixing pipes, being able to move through free space, getting to the end of the stage, and the concept of time pressure. Last level is unbeatable because the Flint Michigan water crisis is not as easy to fix.
- Click this to play and click this to view my contribution. Built with Phaser.js

Portfolio Website

- Responsive page created to showcase smaller projects.
- Used HTML,CSS, and vanilla JavaScript.
- Used media queries to make it mobile friendly. Minification of code and lossless image compression for website performance.
- Click this to view the website.

Academic Honors

    Scholarship: Wells Fargo Scholarship Merit   Fall 2015 – Spring 2016