Jeffrey C. Hui
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// EDUCATION

University of California: Santa Cruz   June 2018
Bachelor of Science in Computer Science: Computer Game Design (GPA: 3.47)

// ENGINEERING PROJECTS

Subscription Splitter | **Developer, front and back-end developer | 5 members**
Leading a web application that provide a platform that allows students (or anyone!) to find other people to split the cost of monthly subscription fees. We want to allow groups to split the cost for services like Netflix, Chegg, Hulu, HBO, etc.

- Learned about RESTful Routes and how to properly map between HTTP routes and CRUD using Express.js
- Learned about MongoDB and how to set up models for Schemas and how to associate data using either embedded or referenced methods for one to one relationships, one to many, or many to many relationships.
- Learned about Node.js and packages such as body-parser, connect-flash, ejs, express, method-override, mongoose, and passport.
- Learned about Bootstrap styling methods and the infamous grid system.
- Learned about how to set up environment variables so that production and development databases are unique. Database served on mlab and site hosted on Heroku became the production data, while locally we had a separate MongoDB database for testing purposes.
- For our project management method, we followed the SCRUM methodology and had weekly standups and burndown charts. Familiarized ourselves with Trello and organized our Sprints there.

Personal Portfolio Website | website hosted online
Personal page created using HTML, CSS, and Vanilla JavaScript.

- Used Media queries to make it mobile friendly.

// GAME DESIGN AND DEVELOPMENT PROJECTS

Shroommates | **Unit test coordinator, Level Designer, Programmer | 12 members**   Oct 2017 — present
Developed with a large team of programmers, game designers, sound designers, and artists using Unreal Engine 4. Implemented the following:

- Menus and state managements
- Game objects: interact-able items and various trigger box interactions
- Camera and controller support.
- Environmental lighting and map design.
- Dialogue and credits

// SKILLS

Can code proficiently in: Java · JavaScript · HTML5 · CSS3
Familiar with: C++ · MongoDB · Express.js · Node.js · Bootstrap · Phaser.js · p5.js

// Applications Software, Tools, & OS

Can work proficiently with: Unreal Engine · Android Studio · Git
Familiar with: Loopy, UML, Microsoft VS, Machinations, Heroku, mLab, AWS Cloud 9, Virtual Box, Bash, Atom, Sublime, PuTTY, WinSCP
Environments familiar with: Windows 10 and Linux(Ubuntu)

// COURSEWORKS

Game Design/Development: Foundations of Video Game Design · Game Platforms/Engines Pico-8 · Game Systems · Procedural Content Generation · Visual Communication and Interactive Design · Game Development/Design Experience · Digital Audio · Algorithmic Music · Game Design I II III · History of Digital Games · Video Games/Culture
Computer Science: Algorithms and Abstract Data Types · Data Structures · Mobile Applications · Web Applications · Linear Algebra · Applied Discrete Mathematics · Computer Systems and Assembly

// Academic Awards
Scholarship: Wells Fargo Scholarship (Merit)   Fall 2015-2017

// Leadership and Professional Affiliations
Alpha Phi Omega Service Organization   December 2015 – June 2016
California Dragon Boat Association

- Paddled for Lowell High School Dragon Boat   Fall 2012 – Spring 2014
- Paddling for Santa Cruz Dragon Boat   Fall 2014 – Present