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. 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 <u>this</u> to watch the game trailer and click <u>this</u> to view my contribution. Built with Unreal Engine 4 and C++.

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.
- Click <u>this</u> to view the website and click <u>this</u> to view what we accomplished. Built using Mongo, Express, and Node. Styling done with Bootstrap.

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