Bryan Oh Chung

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EDUCATION

University of Pennsylvania   Philadelphia, PA
B.S.E. in Computer Science & Computer Graphics   *Expected May 2028*
Major in Digital Media Design
- ➜ **Relevant Coursework:** Programming Languages/Techniques, Discrete Mathematics, 3D Modeling
- ➜ **Activities:** UPenn Game Research and Development Environment (UPGRADE) Club, UPenn SIGGRAPH

Lakeside School   Seattle, WA
High School Diploma   *Sep 2020 – Jun 2024*
- ➜ **Awards:** YoungArts Award With Distinction in Design, National Merit Scholarship Winner

EXPERIENCE

Makeability Lab, University of Washington (Allen School of Computer Science)   Seattle, WA
AR Game Research Project Intern   *Jun 2023 – Jan 2024*
- ➜ Sole intern on AR game prototype research project
- ➜ Utilized past Unity and iOS dev experience, and used Lightship ARDK to develop context-aware game AI capable of mapping/navigating the player's physical space/environment
- ➜ Contributed to programming, game design, art, and UI/UX design, and created rapid weekly prototypes based on playtesting
- ➜ Showcased weekly app demos to lab faculty for iterative feedback

PROJECTS

Möbelmon   *Summer 2022 – present*
Unity, C#, Blender
- ➜ Solo-developed and commercially released action/creature-collecting iOS game on the App Store
- ➜ Programmed game mechanics and designed core gameplay feedback loop with high replayability
- ➜ Implemented responsive control system for mobile designed for intuitive, one-finger play
- ➜ Created all 3D art assets and character animations, and authored shaders in Unity's Shader Graph
- ➜ Built a modular and reusable UI system with a high level of animation polish

Lakeside Guesser   *Fall 2022*
JavaScript, Three.js, HTML/CSS, SQL
- ➜ Used Three.js to build a GeoGuessr-style web game featuring an interactive 3D school campus map
- ➜ Created a lightweight UI and card game animation system using CSS and JavaScript

Web Minigame Projects   *2020 – present*
Unity, C#, Blender
- ➜ Develop web games in Unity, improving skills in game programming patterns and art direction
- ➜ Create all 3D art assets and design all UI/UX elements, with a focus on clean UI animation
- ➜ Participate in game jams, developing polished games from scratch within 48-hour deadlines

SKILLS / INTERESTS

Tech: Unity (URP, Shader Graph), C#, Niantic Lightship, Java, OCaml, Git, HTML/CSS, JavaScript, Three.js
Art/Design: Blender, Maya, Substance 3D Painter, Photoshop, Illustrator, InDesign, Figma
Interests: Graphic/product design, animation, screenwriting