

PAUL AN - Game Designer

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Portfolio: paulan94.github.io/GamePANPortfolio/

EXPERIENCE

Rev Dev Studios

Game Designer / Engineer (Unity)

September 2020 - present

bit.ly/3GQfeCd

- Lead game designer in a team of engineers/designers to develop various games with a focus on systems design.
- Designed & implemented RPG monetization and economy systems using Machinations, Sheets, C#, SQL.
- Created and maintained 20+ Design Documents/Spreadsheets (GDD, Economy, Progression, Combat, AI, etc.)
- Currently designing Windwalker: a midcore mobile RPG game to release on Android in Q3-2023.

Facebook/Meta

Software Engineer (Contract)

November 2021 - March 2022

facebook.com

- Developed and maintained PHP backend for Oculus Quest 2 payments processing portal.
- Participated in oncall rotations to maintain, debug and address failures in any part of the shop fulfillment process.

Turn Me Up Games

Gameplay Programmer (Unreal) (3-mo. Contract)

August 2021 - November 2021

turnmeup.la

- Worked with Unreal Engine 4 for TMU's unannounced original IP game. TMU has released ports of popular games such as Borderlands, Tony Hawk's Pro Skater 1+2, Journey to the Savage Planet, and more.
- Worked on navigation & pathfinding systems for Player/NPC interactions as well as AI controllers in blueprints.
- Project Management via ClickUp and SVN for version control.

TrueAccord

Software Engineer (Backend)

September 2019 - February 2021

trueaccord.com

- Developed and maintained software in Scala & Python to automate helpdesk services in Twilio and Zendesk.
- Interviewed and hired various mid-senior level software engineers for the scalability / product teams.
- Refactored legacy Jenkins CI/CD indexing jobs to use elasticsearch to decrease build times by over 1000%.

Boeing

Software Engineer

November 2017 - March 2018

boeing.com

- Engineered functionality for TCP/IP & UDP connections in Python/C++, enabling the US Navy to send, process, and compress audio data using Python/XML for detecting enemies in anti-submarine warfare.
- Built and refactored unit tests in Python and proprietary automated testing scripts, in one case increasing the efficiency of a production build by reducing its overall file size by 54%.

PROJECTS

WindWalker(Unity Project)

bit.ly/3GQfeCd

- Led team in designing and developing a mobile, turn-based RPG, with a focus on systems design.
- Designed and implemented 100+ custom skills, created monster/item generators to create 100k+ unique entities.
- Created a balancing system for players/items/monsters by consolidating them to power levels based on 30+ stats.

Factory Reset (Unity Project)

bit.ly/36BX1qe

- Led a team of 5 to create a 2.5d ARPG game for a 2 week game-jam that I continued updating for 4 months.
- Designed & implemented systems including inventory/pickup, combat, enemy states, item-generation.
- Led playtesting sessions and released 10+ updates to the game with extra content and bugfixes.

Dog (Bao Edition) (Unity Project)

bit.ly/2RmQRpt

- Singularly designed a simulation game in Unity in 4 weeks, creating 2 minigames, with focus on replayability.
- Utilized navmesh to allow humans and vehicles to move on separate terrains.

Deathfall Wolfpine(Unity Project)

bit.ly/2QHxAiS

- Co-created a multiplayer, first-person, action combat, PVP game using Photon PUN library and HDRP.
- Created a randomly generated weapon system that allows for thousands of different weapon types.

EDUCATION

University of California, Irvine c/o 2017 — B.S. Computer Science. Dean's List