

Porrih Suong

Cell: (347) 562 – 8965

Email: psuong95@gmail.com

Portfolio: <http://psuong.github.io>

Github: <https://github.com/psuong>

EDUCATION

Grove School of Engineer at City College of New York, CUNY
Bachelors of Science in Computer Science

GPA: 3.4 / 4
Spring 2017

TECHNICAL SKILLS

Programming Languages: C#, C++, Python, Scheme, Java,
Frameworks: Unity3D, .NET / Mono, QT, Django, Flask, Spring MVC

EXPERIENCE

initialPrefabs, LLC

June 2016 - Present
New York, NY

Game/Tools Developer

- Developed and published Dani AI to Unity Asset Store using data oriented design to create efficient and contextual AI behaviours based on the game design
- Developed and co-overseered the system architecture for Ian Cheng's interactive art exhibit, BOB, at London's Serpentine Galleries using Unity
- Developed utility based AI and optimized pathfinding in Sims-like MoMa exhibit, Ian Cheng's Emissary Sunsets the Self using Unity

Scholastic - eCMS Team
2018

Aug 2017 - Sept

Software Engineer

New York, NY

- Developed low level event listener to expose high level events for notifications and reactionary post processing of data consumption
- Deprecated and adapted old content management systems components to maintain existing functionalities of tools used by editors and designers
- Integrated REST endpoints allowing Kitaboo users to upload ePubs to data management system
- Developed automation tools to perform system integration tests of message consumption and digital product creation

PROJECTS & RELEVANT ACTIVITIES

Derby

[Derby](#)

- Currently developing an arcade demolition derby racing game in using an Entity Component System implementation for efficiency, ease of testing, and scalability
- Developed a minimalistic physics engine to emulate drifting friction for vehicles

In Game Developer Console

[Developer Console Repo](#)

- Developed an open sourced in game terminal for games built in Unity
- Developed an Event Handler to allow callbacks and decouple hard dependencies between objects
- Interfaced the event handlers with game logic to modify game settings and logic during runtime

Kitty in the Box 2

[Kitty in the Box 2 Press Kit](#)

- Published on Android/iOS, reaching over 200,000 downloads in the first week of release

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- Developed tools for isometric camera control and procedural world generation tools