

# Porrih Suong

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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**

#### ***Game/Tools Developer***

**New York, NY**

- 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**

**Aug 2017 - Sept 2018**

#### ***Associate 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**

- Currently developing an arcade demolition derby racing game in Unity using a Pure Entity Component System implementation demoed at PlayNYC
- Developed a minimalistic physics engine to prototype and test custom vehicle controls

### **In Game Developer Console**

[Github Developer Console](#)

- Developed an open source Unix/Elder Scrolls/Fallout like in game console for Unity games
- Developed a Event Handler to manage callbacks and decouple data 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
- Developed tools for isometric camera control and procedural world generation tools