

# Porrih Suong

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

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

## EDUCATION

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**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

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**Programming Languages:** C#, C++, Python, Scheme, Java, Javascript

**Frameworks:** Unity3D, .NET / Mono, QT, Django, Flask, MySQL

## EXPERIENCE

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**initialPrefabs, LLC**

**June 2016 - Present**

*Game/Tools Developer*

**New York, NY**

- Developed Dani AI, an efficient node based AI editor for game developers to create desired behaviours for in game agents in Unity
- Developed utility based AI and optimized pathfinding in Sims-like MoMa exhibit, Ian Cheng's Emissary Sunsets the Self
- Implemented core game frameworks using data oriented programming for high performance/ optimization in various Unity projects

**Scholastic - eCMS Team**

**Aug 2017 - Present**

*Associate Software Engineer*

**New York, NY**

- Integrated REST endpoint allowing Kitaboo users to upload ePubs to data management system
- Developed automation tools to populate images, pdfs, and ePubs metadata when users upload files
- Developed data visualization tools to monitor active applications using C3/D3 JS

## PROJECTS & RELEVANT ACTIVITIES

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**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
- Marketed and tested the game with hundreds of attendees at PAX East 2016

**Kitty in the Box VR**

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

- Developed custom physics engine in Unity to manipulate projectiles and gravity in scenes
- Developed an HTC Vive controller framework to add features in accordance of the game design
- Developed an event based cat AI and trust system between the player and the in game characters

**Velcro - Cubeball**

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

- Third place best media hack in CUNY - Hackathon
- Developed a local multiplayer soccer game using phones as personal controllers via Twilio
- Developed a pipeline to manage asynchronous inputs from Twilio to move players seamlessly on the field