

Porrih Suong

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EDUCATION

Jun 2017 New York NY	<i>Bachelors of Science, Computer Science</i> The Grove School of Engineering at the City College of New York <ul style="list-style-type: none">• GPA: 3.225/4.0• Relevant Courses: Algorithms, Data Structures, Software Design Lab, Fundamentals of Computer Systems, Probability and Statistics
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SKILLS

- Programming Languages: C#, C++, Python, Java, HTML5
- Software: Atom, Visual Studio 2015, Unity, IntelliJ IDEA, Git
- Pitching, Team Management/Leading, SCRUM Methodology

EXPERIENCE

May 2014 - Present New York, NY	<i>Game Developer/Game Designer/Marketer</i> UGF Studio <ul style="list-style-type: none">• Developing a Neural Network AI Plugin in C# on Unity• Rapid AI prototyping and frequent tests through developing our own game• Showcased AI and Game Prototype At PlayCrafting NYC
Jun 2012 – Dec 2013 New York, NY	<i>3D Artist/Game Designer</i> Games 2 Educate <ul style="list-style-type: none">• Helped develop educational video games for high school students in NYC• Created 3D Models using Blender

PROJECTS & RELEVANT ACTIVITIES

Nov 2014, Feb 2015	Young Game Makers <ul style="list-style-type: none">• Tutored kids in game development and C# programming in order to build a workable game in 4 hours• Taught kids 2D animation using Unity
Oct 2014 – Dec 2014	CUNY IBM Watson Case Competition Semifinalist <ul style="list-style-type: none">• Proposed using IBM Watson's cognitive abilities to help immigrants understand English & legal jargon
Mar 2014 – May 2014	NYU Inno/Vention Semifinalist <ul style="list-style-type: none">• Rapidly developed an educational video game in 3 weeks and marketed idea for validation
Jun 2012 – Aug 2012	NYU Summer Incubation Program Finalist <ul style="list-style-type: none">• Prototyped & pitched first iteration of educational video games for high school students to investors

AFFILIATIONS

President of Association of Computing and Machinery, City College of New York (2015)
Entrepreneurship Innovation Association, NYU (2012)