

Porrih Suong

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EDUCATION

Jun 2017 *Bachelors of Science, Computer Science*
New York NY **The Grove School of Engineering at the City College of New York**

- GPA: 3.233/4.0
- Relevant Courses: Algorithms, Data Structures, Software Design Lab, Fundamentals of Computer Systems, Web Design and Development, Software Engineering

SKILLS

- Programming Languages: C#, C++, Python, Java, HTML5
- Frameworks: Django, Flask, Monobehaviour
- Pitching, Team Management/Leading, SCRUM Methodology

EXPERIENCE

May 2014 - Present *Game Developer/Game Designer/Marketer*
New York, NY **UGF Studio**

- 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 Prototypes At PlayCrafting NYC

Jun 2012 – Dec 2013 *3D Artist/Game Designer*
New York, NY **Games 2 Educate**

- Helped develop educational video games for high school students in NYC
- Created 3D Models using Blender

PROJECTS & RELEVANT ACTIVITIES

CCNY ACM GameDev | <https://bitbucket.org/psuong01/battle-blocks-royale>

- Taught and mentored a bunch of beginners in Unity Development, C#, and Component Oriented Programming in order to build a full game

P2PBooks | <https://github.com/psuong/P2PBooks>

- Private EBook sharing system which allows users to register, upload, manage, and browse a catalog of open sourced books

Break-Bread | <https://bitbucket.org/cyang001/break-bread-with-friends>

- Web application built using Django, allowing restaurants to have a private registration system and customers to search and reserve a restaurant

Young Game Makers

- Taught kids how to build a full game and C# programming
- Taught kids 2D Animation using Unity 2D

AFFILIATIONS

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