Porrith Suong

Cell: (347) 562 – 8965   Portfolio: http://psuong.github.io
Email: psuong95@gmail.com   Github: https://github.com/psuong

EDUCATION

The City College of New York, CUNY   **GPA: 3.4 / 4**
Bachelors of Science in Computer Science   Expected Spring 2017

TECHNICAL SKILLS

Programming Languages: C#, C++, GLSL, Java, Javascript, Python
Frameworks: Unity3D, .NET / Mono, QT (Python/C++), Django, Flask

EXPERIENCE

initialPrefabs, LLC   *June 2015 - Present*
Co-founder, Game/Software Engineer   **New York, NY**
- Developed DANI AI, a visual graph editor for game developers to create intuitive neural networks for in game agents using an object/data oriented design in C#
- Developed & implemented needs based and obstacle avoidance algorithm into a Sims-like Simulation, Emissary in the Squat of Gods
- Developed custom tools to complement an iterative and rapid development cycle at Mokuni Games for Kitty in the Box 2 and Kitty in the Box VR

PROJECTS & RELEVANT ACTIVITIES

Kitty in the Box 2   **Kitty in the Box 2 Press Kit**
- Published on Android and 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

Velcro - Cubeball   **https://github.com/psuong/cubeball**
- Third place best 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

Viacom Dora   **https://github.com/psuong/viacom-dora**
- Second place best media hack at Hack Binghamton
- Developed 2D scavenger hunt game based on Dora the Explorer and microphone/recording system to allow players to record their pronunciation of Spanish words for practice

CCNY ACM GameDev   **https://bitbucket.org/psuong01/battle-blocks-royale**
- Taught and mentored beginners in the Unity workflow, C#, and Component Oriented Programming to build a voxel arena shooter in 2 months

AFFILIATIONS

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