Porrith Suong

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EDUCATION

Grove School of Engineer at City College of New York, CUNY   **GPA: 3.4 / 4**
Bachelors of Science in Computer Science   Spring 2017

TECHNICAL SKILLS

Programming Languages: C#, C++, Python, Scheme, Java
Frameworks: Unity3D, .NET / Mono, QT, Django, Flask, MySQL

EXPERIENCE

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
- Designed and documented technical specifications for automated package validation and metadata population

PROJECTS & RELEVANT ACTIVITIES

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