

Porrih Suong

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EDUCATION

Expected Spring 2017

Bachelors of Science, Computer Science

New York, NY

The Grove School of Engineering at the City College of New York

- Current GPA: 3.4/4.0

TECHNICAL SKILLS

- Programming Languages: C#, Python, C++, Java
- Frameworks: MonoBehaviour (Unity), .NET, Django, Flask

EXPERIENCE

initialPrefabs, LLC

Co-Founder, Software Developer

June 2015 - Present

<http://www.initialprefabs.com>

- Created DANI AI, a visual graph editor for game developers to create complex neural networks for agents
- Partnered with Metis Suns to design and implement large scale needs based artificial intelligence system for art exhibit, Emissary in the Squat of the Gods 3
- Developed play mode editing tool for Mokuni Games to edit and save development progress during Unity's Play Mode for their Kitty in the Box franchise (VR and Mobile)

PROJECTS & RELEVANT ACTIVITIES

Velcro - Cubeball

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

- Third place best hack in CUNY - Hackathon
- Developed a local multiplayer game allowing phones to be controllers for a soccer game to achieve the get out and play initiative
- Hooked Twilio to allow out of the box phone controls for player avatars

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 as practice

CCNY ACM GameDev

<https://bitbucket.org/psuong01/battle-blocks-royale>

- Taught and mentored beginners in Unity Development, C#, and Component Oriented Programming in order to build a full game in 2 months

Playcrafting Instructor

- Lead workshops teaching students rapid prototyping techniques for AI and pathfinding in Unity
- Taught students an introduction to programming in C# using Unity

AFFILIATIONS

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