

# Porrih Suong

2447 East 23<sup>rd</sup> St. Brooklyn, NY 11235

(347) 562 – 8965 | [psuong95@gmail.com](mailto:psuong95@gmail.com) | <http://psuong.github.io>

## EDUCATION

Jun 2017

New York NY

***Bachelors of Science, Computer Science***

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

- GPA: 3.182/4.0
- Relevant Courses: Intro to Computing, Discrete Math, Data Structures, Probability and Statistics for Computer Science

## SKILLS

- Programming Languages: C#, C++, Python
- Rapid Prototyping using: Unity, Atom Text Editor
- Familiar with: Github, Bitbucket
- Proficient in 3D Modelling using Blender
- Proficient in image processing using GIMP
- Team Leading

## EXPERIENCE

May 2014 - Present

New York, NY

***Co-Founder/Game Developer & Designer/Marketer***

**UGF Studio**

- Published 3 games for mobile (Android & Windows Phone) and web
- Used Unity Game Engine for rapid prototyping of games
- Lead 3D Artist using Blender
- Created developer tools for team
- Strategized market approach

Jun 2012 – Dec 2013

New York, NY

***3D Artist/Game Designer***

**Games 2 Educate**

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

## PROJECTS & RELEVANT ACTIVITIES

Nov 2014

**Young Game Makers**

- Tutored kids in game development and C# programming in order to build a workable game in 4 hours

Oct 2014 – Dec 2014

**CUNY IBM Watson Case Competition Semifinalist**

- Proposed using IBM Watson's cognitive abilities to help immigrants understand English & legal jargon

Mar 2014 – May 2014

**NYU Inno/Vention Semifinalist**

- Rapidly developed an educational video game in 3 weeks and marketed idea for validation

Jun 2012 – Aug 2012

**NYU Summer Incubation Program Finalist**

- Prototyped & pitched first iteration of educational video games for high school students to investors

## AFFILIATIONS

Entrepreneurship Innovation Association, NYU (2012)

Association of Computing and Machinery, City College of New York (2013)