Christopher Huynh

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https://cphuynh3.wixsite.com/portfolio

Objective:

Experienced programmer interested to create fun and engaging games with memorable experiences. Eager to utilize my 3+ years of game development experience and passion.

Skills:

Game Design:
- Game System design, implementation, and balancing
- Playtesting conducting and iteration
- Procedural Generation
- Game AI

Game Engines/Frameworks:
- SFML
- Unity
- PICO8 Engine

Programming:
- C++,C#
- Python, Lua
- HTML, CSS, Javascript, JSON
- Object-Oriented, Agile/Scrum

Software:
- Photoshop
- Git
- Audacity, Sony Vegas
- Visual Studio, Sublime, Notepad++

Projects:

Juanito el Nahualito - Programming Co-Lead *(PC, Unity, 2017 - 2018)*
- Guided four programmers in cooperation with an overall team of 20
- Pitched and co-designed core gameplay systems used in all Acts
- Implemented and balanced primary puzzles in Act 1 & 2
- Designed and created behavior tree system for Animal AI

It's Alive - Gameplay Programmer (PC, *Unity*, 2018)
- Collaborated in a team of 4 to convert a prototype into a releasable product
- Scripted play area UI, high score systems, and game preview screen
- Designed and co-scripted monster gallery to save best monsters

Astaire - Gameplay Programmer (PC, *Unity*, 2018)
- Worked in a team of three to implement small tasks for a VR game
- Designed and implemented UI and level design

Galactic Glider - Gameplay Programmer (PC, *Unity*, 2018)
- Worked in a team of four to create a space shooter game
- Implemented AI for enemy ships and stationary turrets
- Created generator for easy level creation

Work Experience:

University of California, Santa Cruz
- ITS Computing Assistant (Feb 2018 - Jun 2018)
  - Basic computer troubleshooting, OS and software installation
  - Operated digitizing assistance of tape-based media

Education:

University of California, Santa Cruz
- Games and Playable Media M.S. *(Expected 2020)*
- Computer Science: Game Design B.S. *(Oct 2014 - Jun 2018)*