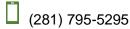
Kevin Su

Unity Game Developer





kevin3.1415926535@gmail.com



<u>GitHub</u>

Website

SKILLS

UNITY(3D, 2D)

C# (.NET)

C++. C

JAVA, PYTHON

MYSQL

OBJECT-ORIENTED PROGRAMMING

AGILE DEVELOPMENT

VISUAL STUDIO

COMMUNICATION

CHINESE

JAPANESE

EDUCATION

The University of Texas at Dallas | BA in ARTS, Technology and Emerging Communication| GPA: 3.754 - Magna Cum Laude | December 2021

Houston Community
College | AA in
Multidisciplinary Studies|
GPA: 3.30 | May 2019

PROFESSIONAL SUMMARY

A Unity Developer with an extensive background in programming and coding using C# and Java to bring innovation and excitement to the gaming industry. Ability to use strong problem-solving and analyzing skills to help advance the culture of gaming. With a passion for video games as the next-generation medium, looking to apply recent skills to a Unity Game Developer position.

EXPERIENCE

GameDevHQ

June 2022 - Present

Apprenticeship| Remote

- Utilized tools to develop/ optimize Artificial Intelligence and User Interface in games.
- Implemented C# concepts such as classes, dictionaries, and game programming design patterns to obtain mastery of the language.
- Developed gameplay mechanics and core systems using agile development methodologies.
- Collaborated with cross-functional teams to architect event-driven systems using Git/Github.

Zencher

September 2014 - September 2015

Program Writer for Basic Tutorial | Taipei, Taiwan

- Designed and made simple programs and Android applications using Java, MIT App Inventor for basic level elementary students.
- Wrote detailed step-by-step tutorial documents to educate the students on the process, based on my programs.

PERSONAL PROJECT

The Room of Alchemist | Game Developer | September 2021 - December 2021

- An individual project of a 2D point-and-click escape game with simple puzzles inspired by alchemy concepts built with Unity.
- Used Clip Studio Painting and Microsoft Word to design and make the draft of the game concept.
- Made over 100 original visual assets using Clip Studio Painting and Adobe Photoshop.
- Completed the game using Unity Editor and C# scripts.