



# Kevin Su

## Unity Game Developer

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 [LinkedIn](#)

[GitHub](#)

[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.