

Tuan Long Hoang

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[linkedin.com/in/longtuanhoang](https://www.linkedin.com/in/longtuanhoang) | **Portfolio:** long-t-hoang.github.io

SUMMARY

Recent university graduate major in game development with a background in game development and minor in computer science. Experience working in interdisciplinary teams to design and implement game features, optimize code performance, maintain documentations of game systems, and resolve technical issues. Authorized to work under OPT.

EDUCATION

Rochester Institute of Technology | Rochester, NY August 2018 - December 2022
Bachelor of Science, Game Design and Development,
Minor in Computer Science GPA: 3.77

SKILLS

Programming and Scripting Languages	Development Tools	Misc.
C# (3 years), C++ (1 year), JavaScript (1 year), HTML/CSS (1 year), C (<1 year), SQL (<1 year)	Unity, Visual Studio, GitHub, Unreal Engine, Git, Perforce, Godot	Trello, Slack, Maya, Blender

WORK EXPERIENCE

Unity Developer Intern | *EastFog Game Studios* February 2022 – July 2022

- Developed map editor tool for level designers to design in-game public spaces and for players to customize their in-game private spaces using Unity game engine.
- Assisted level designers by crafting and modifying tools based on designers' requests, and fixing bugs that occurred during usage.
- Optimized game performance by overhauling the original source code to render in-game tiles in groups, reducing the number of objects in the game scene, and updating existing mechanics to accommodate the overhaul.
- Documented source code and implemented changes, as well as tool usage instruction for level designers.

Generalist Unreal Developer Intern | *Xana Ad Hoc* May - August 2021

- Developed a level for the VR Unreal game project Changeling remotely in a team.
- Optimized the technical performance by cleaning up the codes and limit graphical rendering to the current area by using Unreal' Sublevels.
- Executed the initial idea of the level by further improving and expanding the gameplay mechanics, and adding verticality to the level design through team collaborations.
- Supported the next team of developers by maintaining and updating the documentation of level and gameplay systems.