

EDUCATION

University of Southern California

Master of Science in Computer Science (Game Development)

Aug 2025 - May 2027

- Coursework includes: Analysis of Algorithms, 3D Graphics and Rendering, Foundations of AI, Machine Learning

Bachelor of Fine Arts in Game Development and Interactive Design

Aug 2022 - May 2025

STEM-designated degree - graduated from 4-year program in 3 years through accelerated course load

- 3.93/4.0 GPA (Summa Cum Laude)** with **Video Game Programming minor emphasizing on C++**
- Coursework includes: Programming Game Engines, Object Oriented Programming, Managing Data in C++, Linear Algebra & Linear Differential Equations, Calculus

EXPERIENCE

Nice Dream Games - *Goodnight Universe* (Tribeca Game Award 2024 Winner)

Jan 2024 - Dec 2024

3D Animator (Contract)

- Created and Implemented Animations in Unity:** Worked with engineers and leveraged Unity's Timeline and Playmaker visual scripting plugin to integrate hand-key and mocap animations seamlessly into event sequencing system.
- Solved Scene-specific Animation Issues:** Resolved event calling, constraint conflicts, and translation offset bugs, ensuring animation blends seamlessly with cinematics and gameplay.

Sony Immersive Music Studios

Jun 2023 - Aug 2023

Immersive Entertainment Intern

- Rapid Prototyped Real-Time Immersive Experiences in Unreal Engine 5:** Utilized blueprints and C++ in Unreal Engine 5, and experimental Mocopi technology, with emphasis on stylized virtual environments and the Metahuman framework.
- Pitched Captivating Immersive Prototypes:** Collaborated with fellow interns to present prototypes to diverse teams domestically and internationally within Sony, effectively highlighting potential and value.

PROJECTS

Unchained: Tale of Enra - 3D turn-based RPG (Unity)

Aug 2024 - Dec 2024

Technical Artist

- Engineered Custom Shaders and Visual Effects in Unity:** Leveraged Shader Graphs and C# scripting to improve visuals while ensuring optimal performance and scalability.
- Created and implemented game-ready character rigs in Maya:** Optimized rig functionality and usability for animators, and ensured character rigs are properly imported into Unity.

Absolution - 3D horror narrative game (Unity)

Apr 2024 - May 2024

Solo Developer

- Designed Modular Scalable C# Systems:** Integrated Playmaker visual scripting with C# to create branching dialogue, event sequencing, and cinematic systems for rapid prototyping to keep up with short development timeline.
- Iterated on Content and Design by Conducting Regular Playtests:** Recorded bugs and made improvements across various stages in the development timeline using the RITE testing method.

Medihelp247 LLP, <https://medihelp247.com> - Healthcare Website with over 2400 members

Nov 2022 - Feb 2024

Co-Founder and Web Developer

- Built Easy-to-use Website with Internal Documentation:** Utilized WordPress, HTML, and CSS to design and develop accessible website, and drafted lightweight documentation for site maintenance.
- Spearheaded Business Development Efforts:** Partnered with medical doctor brother on ideation, efficiently managed day-to-day operations, and oversaw maintenance and optimization of backend system.

ACCOMPLISHMENTS

Machine Learning Specialization, [DeepLearning.AI](#) and Stanford Online

Jul - Aug 2025

- 3-course program to master fundamental AI concepts and develop practical machine learning skills, including supervised/unsupervised learning concepts, model optimization, and deployment pipelines.

Rank A in Rookie of the Year 2023 | Game Development by The Rookies Awards

Jul 2023

- Evaluated by over 140 industry professionals and awarded highest achievable rank (top 18% out of 40,000), indicating exceptional, industry-ready skills.

SKILLS

3D Rendering, Physics Simulation, Machine Learning, Algorithms, Data Structures, Unit Testing, Object Oriented Design, Linear Algebra, Calculus, C++, C#, Python, Java, HTML, CSS, WordPress

Unity, Unreal Engine 5, Git, Perforce, Autodesk Maya (API Scripting, Animation)