Chonghui (Aiden) Sun, Gameplay Programmer

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EDUCATION

Carnegie Mellon University, Entertainment Technology Center (ETC)   Pittsburgh, PA
Master of Entertainment Technology   Expected May 2021

Communication University of China   Beijing, China
B.E Digital Media Technology   July 2018

SKILLS

Relevant Courses: game design, linear algebra, probability theory, graph theory
Languages: C/C++, C#, Python
Platforms: Unity3d, Unreal Engine 4, HTC Vive, Magic Leap, Phidgets

ACADEMIC PROJECTS

Building Virtual Worlds, Game Programmer, ETC   Fall 2019
- Worked on five-person team building entertainment experience in 2 - 3 weeks.
- Gained experiences of rapid prototyping and iteration.
- Collaborated with multidisciplinary teammates through strong communication.
- Developed games in Unity using non-traditional inputs.

EXPERIENCE

International Collegiate Programming Contest (ICPC)   09/2015 – 12/2017
- Utilized C/C++ programming to solve math problems with two other teammates.
- Gained robust understanding in data structure and algorithms.
- Was especially good at search algorithm, dynamic programming and debugging.
- Earned silver medal in Asia Regional and bronze medal in Asia Eastern Continent Final.
- Earned scholarship through excellent performance in the contest.

ICPC Teaching Assistant, Communication University of China   Summer of 2016 & 2017
- Helped with preparation of the trainings.
- Provided instructions and tutorials to fellow team members.

PERSONAL PROJECTS

China Game Jam 2019   07/2019
- Made a rhythm/music game using Unity with three other teammates.
- Was the only programmer in the team.
- Took charge of game design and programming.

Global Game Jam 2019   01/2019
- Made a simulation game using Unity with three other teammates.
- Participated in game design and was responsible for data systems and UI events.

China Game Jam 2018   07/2018
- Made a platform jumping game using Unity with two other teammates.
- Participated in game design and took charge of level design and programming.