

Porrih Suong

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Portfolio: <http://psuong.github.io>
Github: <https://github.com/psuong>

EDUCATION

The City College of New York, CUNY
Bachelors of Science in Computer Science

GPA: 3.4 / 4
Spring 2017

TECHNICAL SKILLS

Programming Languages: C#, C++, GLSL, Java, Javascript, Python
Frameworks: Unity3D, .NET / Mono, QT (Python/C++), Django, Flask, MySQL

EXPERIENCE

Scholastic - eCMS Team **Aug 2017 - Present**
Associate Software Engineer

- Developing backend tools for a universal content creation and digital asset management system

initialPrefabs, LLC *June 2016 - Aug 2017*
Co-founder, Game/Software Engineer **New York, NY**

- Developed DANI AI, a visual graph editor for game developers to create intuitive neural networks for in game agents using an object/data oriented design in C#
- Developed and optimized a needs based and obstacle avoidance algorithm into a Sims-like Simulation, Emissary in the Squat of Gods
- Developed visual data analytics and development tools for Mokuni Games' Kitty in the Box franchise

PROJECTS & RELEVANT ACTIVITIES

Kitty in the Box 2 [Kitty in the Box 2 Press Kit](#)

- Published on Android/iOS, reaching over 200,000 downloads in the first week of release
- Developed tools for isometric camera control and procedural world generation tools
- Marketed and tested the game with hundreds of attendees at PAX East 2016

Kitty in the Box VR [Kitty in the Box VR Press Kit](#)

- Developed custom physics engine in Unity to manipulate projectiles and gravity in scenes
- Developed an HTC Vive controller framework to add features in accordance of the game design
- Developed an event based cat AI and trust system between the player and the in game characters

Viacom Dora <https://github.com/psuong/viacom-dora>

- Second place best Viacom hack at Hack Binghamton
- Developed 2D scavenger hunt game based on Dora the Explorer and microphone/recording system to allow players to record their pronunciation of Spanish words for practice

Velcro - Cubeball <https://github.com/psuong/cubeball>

- Third place best media hack in CUNY - Hackathon
- Developed a local multiplayer soccer game using phones as personal controllers via Twilio
- Developed a pipeline to manage asynchronous inputs from Twilio to move players seamlessly on the field