

SINH HO

GAME DEVELOPER

San Francisco Bay Area | sinhvho@gmail.com | www.sinhvho.com

SOFTWARE

Unity3D
MS Visual Studio
MySQL Server
SourceTree
Dreamweaver

SKILLS

C#	PHP	Server Management
C++	HTML5	Artificial Intelligence
Lua	CSS	Virtual Reality
Python	Java	User Interface
OpenGL	SQL	Git

EXPERIENCE

Core Developer
Sacramento, CA
10/2016-Present

ZIONVR STARTUP (UNITY, C#)

A Virtual Reality business encounter for advertising VR merchandising and games.

Created a video and game panel generation in world space, explorable in HTC Vive.

Created an Overlay menu that can be seen and used in any kind of VR Game.

Created a client-friendly customizable database that reads images and videos from a text file in specified folder.

Owner/Administrator
Dublin, CA
06/2009-12/2015

ESUNA RAGNAROK ONLINE PRIVATE SERVER (C++)

A private game server established by me, that consisted of around 400-500 players.

Maintained updates, bug fixes, and customization such as adding new quests and items.

Created in-game and forum based events on a weekly/monthly basis including holidays.

Daily/Weekly SQL back ups to avoid player data loss, preventing severe rollbacks.

Managed the community with the use of a forum and website.

PROJECTS

Core Developer
San Francisco, CA
12/2015-06/2016

ERR DIVINE (UNITY, C#)

A First Person Shooter Visual Novel with anime-style art inside a school environment.

Created boss AI to dodge and attack along with patrolling and fleeing through waypoints.

Created radial menu that will change what ability will be used.

Created separate databases for items, mobs, skill, and weapon data.

Designed achievement/reward system for successful gameplay.

Core Developer
San Francisco, CA
04/2016-06/2016

AWARENESS PROJECT (UNITY, C#)

A personal project that engages people to explore other perspectives across cyberbullying.

Created AI for each individual object (NPCs) with unique characteristics.

Created three types of different worlds to explore.

Designed world accessibility through portals and progress meters.

Programmed NPCs to be interactable.

Program Lead
San Francisco, CA
12/2015-12/2016

ENTWALD (UNITY, C#)

A survival horror game where you play as a small child and attempt to escape the forest.

Created a route generator that will always ensure that there is at least one path.

Created a random asset generator that will avoid certain structures.

Created separate AI for specific health interval for each individual boss.

Adjusted all or most of the animations to match with the current AI state.

EDUCATION

San Francisco, CA
12/2016

THE ART INSITUTE OF CALIFORNIA - SAN FRANCISCO

Bachelor of Science - Visual and Game Programming