



Hiram Sun

Amateur
Tech Designer

Contact

Phone

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Address

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Email

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Expertise

Programming
C#/C++/Blueprints
Unreal Engine 4
Implementation
Bug Fixing

Other Skills

Unity
3D Modeling
Level Design
Debugging
Physical Computing
Java Programming
LUA Programming

About Me

I'm an aspiring Tech Designer, my roles in projects are usually to program and implement mechanics. I have a background in programming and I have learned to work in a couple of game engines.

Educational

2015-2019

Valencia College

Major: A.A Computer Science
Learned about Computer Science and Programming.

2019 - 2022

University of Central Florida

Major: B.A. Digital Media with a focus on Game Design.
Learned about Programming and different aspects of the game design process

Experiences

2021-2022

Tech Designer - Valhallan Studios - Courier's Quest

Student Project
Program and implement major and minor mechanics.
Fix Bugs.

2021

Lead Programmer - Bingus Bongus - Disco Knights

Student Project
Program and Implement core gameplay mechanics.
Create and modify the UI of the game.
Designate and overlook tasks of other programmers.
Coordinate with other branches of the team.