

Marcus Wong

VR, Software, and Game Developer

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Experience

March 2018 - Ongoing

Vice President Virtual Reality at UCI

- Boost awareness of virtual reality at UCI by organizing public VR demos and information panels
- Establish and lead dedicated programming teams to create game projects
- Negotiated 4 club sponsorships in less than 6 months

October 2018 - February 2019

VR Developer Illuminant VR

- Contracted to fully design and implement a VR medical training suite in Unity to provide professional-quality training augmented with VR
- Demonstrated medical concepts through development of realistic compression haptics and implementation of human animations

June 2016 - Sept 2017

VR Game Developer White Lotus Interactive

- Contracted as a high school junior to program and help design the game *XING: The Land Beyond* for Windows, Playstation, and VR in Unreal Engine 4
- Enhanced virtual reality experience and compatibility by designing in-game UI to provide an equal quality experience between VR and non-VR systems
- Improved *XING's* level and puzzle design by providing feedback, studying game design principles, and developing alternate level and puzzle prototypes

Projects

September 2018

VR Game Programming Lead Virtual Reality at UCI

- Established the game *Temple Crawler*, a procedurally-generated VR dungeon crawler, as a club project to teach VR development
- Designed polymorphic and modular systems to facilitate easy feature creation and random generation of random environments and traps

September 2018

Game Artist, Designer and Programmer SLO Hacks 2019

- Worked independently to design, draw, and program *Road to SLO*, an infinite runner based on the 6-hour bus ride from Irvine to San Luis Obispo
- Hand-drew all pixel art and animations frame-by-frame to create a 16-bit retro aesthetic and ensure compatibility with game frame rate

September 2018

Game Designer and Programmer Tilted Game Jam X

- Placed 1st of 4 in 12-hour game jam by developing *Wibbly Wobbly Tower*, a mobile and desktop marshmallow stacking game, using Unity in team of 7
- Designed and programmed main game mode, "Tower Builder", to encourage creativity and critical thinking through the limited number, ability to respawn, and physics of the marshmallows

March 2018

Game Designer and Programmer Hacktech 2018

- Created *Deep Cerulean*, a lifelike ocean simulation game, using Unity in team of 3 for 36-hour hackathon Hacktech 2018 at Caltech
- Designed systemic gameplay systems to create natural AI thought processes within animals that allowed for a spontaneous and realistic ecosystem

Education

June 2021

B.S in Computer Science, University of California, Irvine

- GPA: 3.73
- Dean's Honor List

Coursework

- Programming in C++
- Discrete Mathematics
- Intro to Software Engineering
- Linear Algebra
- Data Structures and Alg.

Proficiencies

Programming:

Java ————— 4 Years

C# ————— 3 Years

C++ ————— 2 Years

Python ————— 2 Years

Game Development:

Unity ————— 3 Years

Unreal Engine 4 — 2 Years

VR Development — 3 Years

Git / Sourcetree — 2 Years

Perforce ————— 2 Years

Blender ————— 1 Year

Strengths

Strong attention to detail

Persistent problem-solver

Collaborative and independent

Passionate, self-starting

Multi-disciplined in game dev roles

Intercultural fluency

Interests

🎮 Virtual Reality

🖋 Fountain Pen Calligraphy

🚲 Biking

🎮 Fighting Games

📖 Light Novels

🏓 Table Tennis

🖌 Drawing / Digital Painting

🌟 MapleStory (pre-Big Bang)