

# LONG NGUYEN HUU

## GAME PROGRAMMER

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## PROFILE

I have 3 years of experience working in studios on shipped games for PC & console. I also enjoy working solo or in jams with lightweight engines. I'm enthusiastic about new tools and seek efficient workflows.

## TECH

**Engines** Unity, PICO-8, Godot, UE4

**Programming languages** C#, C++, Python, Lua, Rust

## PROFESSIONAL EXPERIENCE

### Evil Genius 2

**2020.10 - 2022.02 @ Rebellion Warwick, UK (remote work from France)**

Construction and management simulation for Windows, PS4, PS5, Xbox One, Xbox Series S/X

In-house engine - Gameplay & UI programming (C++)

- Temperature system
- Trap combo tracking system
- New events & objectives
- Misc fixes & improvements

### Hotshot Racing

**2018.11 - 2019.11 @ Sumo Digital, UK**

Racing game for Windows, Switch, PS4, Xbox One

In-house engine - Gameplay, UI & Tool programming (C++/C#)

- Money reward & car part unlock/purchase system
- Improve track surface effects on gameplay and aesthetics
- Improve boost system (charge gauge, PFX and screen FX, HUD animations)
- Improve debug tool (C#)

## **Ghost Recon: Breakpoint**

**2017.08 - 2018.08 @ Ubisoft Paris, France**

Open-world military shooter for Windows, PS4, Xbox One

In-house engine - Gameplay programming in 3C team (C++)

Implement the following systems:

- Injury system
- Suppressive fire
- Sync shot drone

and plug the associated character animations, voices, camera FX and/or network replication

## **Guns, Gore & Cannoli 2**

**2016.08 - 2016.12 @ Crazy Monkey Studios, Belgium (internship)**

Indie run 'n' gun for Windows, Switch, PS4, Xbox One

Unity - Gameplay programming (C#), Level design

- Prototype level section (whiteboxing, enemy spawns, events)
- Bomber enemy behavior
- Improve AI navmesh generation and custom editor tools

## **PERSONAL PROJECTS**

### **pico sonic (fan game)**

**2018.05 - present**

A partial 8-bit demake of Sonic 3 made with PICO-8

- Programming (Lua): menu, cinematics, in-game
- Rebuild beginning of first level to work without enemies
- Adapt sprite and SFX to lo-res
- Convert and adjust FamiTracker BGM made by a chiptune composer for PICO-8

## **EDUCATION**

### **Postgraduate degree in Interactive Digital Experiences**

2015.10 - 2017.02 @ Gobelins (Paris, France) - Enjmin (Angoulême, France)

### **Double degree of Master of Science in Engineering**

2011.09 - 2015.08 @ Supélec (France) - Keio University (Japan)

## **LANGUAGES**

**English** Full working proficiency

**French** Native

**Japanese** Limited working proficiency

**German** Limited working proficiency

**Korean** Beginner