

# Ted Shion Hung

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<b>OBJECTIVE:</b>	To create interactive tools and technology pushing the limits of human emotion and storytelling in games	
<b>SUMMARY:</b>	Lead games programmer with over 10 years experience on both indie games and large-scale AAA games for EA, THQ, Lucasarts, Square Enix, and Linden Lab focusing on tools, AI, UI, and 3D graphics	
<b>SHIPPED GAMES:</b>	<ul style="list-style-type: none"> <li>• <a href="#">Hitman</a> (Windows, PS4, Xbox One) <span style="float: right;">March 2016</span></li> <li>• <a href="#">Creatorverse</a> (iOS, Android, Windows, OSX) <span style="float: right;">September 2012</span></li> <li>• <a href="#">Ravenwood Fair / Ravenskye City</a> (Facebook) <span style="float: right;">October 2011</span></li> <li>• <a href="#">Office DisOrders</a> (Xbox 360) <span style="float: right;">January 2010</span></li> <li>• <a href="#">Star Wars: The Force Unleashed</a> (Playstation 3, Xbox 360) <span style="float: right;">September 2008</span></li> <li>• <a href="#">Thrillville</a> (PSP, PS2, Xbox) <span style="float: right;">November 2006</span></li> <li>• <a href="#">Nicktoons: Battle for Volcano Island</a> (PS2, GameCube) <span style="float: right;">October 2006</span></li> <li>• <a href="#">Nicktoons Unite!</a> (PS2, GameCube) <span style="float: right;">October 2005</span></li> <li>• <a href="#">The Urbz: Sims in the City</a> (PS2, Xbox, GameCube) <span style="float: right;">November 2004</span></li> <li>• <a href="#">The Sims: Bustin' Out</a> (PS2, Xbox, GameCube) <span style="float: right;">December 2003</span></li> </ul>	
<b>WORK EXPERIENCE:</b>	<b>FunPlus</b> , San Francisco, CA <span style="float: right;">2015 – Present</span> <b>Lead Mobile Programmer</b> <ul style="list-style-type: none"> <li>• Leading the technical development of a new and innovative mobile IP using Unity and C#</li> <li>• Prototyping and iterating on new gameplay features to a high level of polish</li> <li>• Involved in all technical and hiring decisions for a small (7 person) agile team</li> <li>• Developing comprehensive technical designs and schedules to meet tight deadlines</li> </ul>	
	<b>IO Interactive</b> , Copenhagen, Denmark <span style="float: right;">2014 – 2015</span> <b>Senior Gameplay Programmer</b> <ul style="list-style-type: none"> <li>• Implemented systems and tools for scripting cinematic drama situations and various character agility situations in <a href="#">Hitman</a> using C++ and C#</li> <li>• Iterated and developed new techniques for organizing, triggering, and coordinating animations, dialog, and camera movement</li> <li>• Developed core gameplay mechanics for unconscious NPCs using behavior trees to create believable reactions and responses towards the player and other NPCs</li> </ul>	
	<b>Linden Lab</b> , San Francisco, CA <span style="float: right;">2012 – 2014</span> <b>Senior Software Engineer / Lead Mobile Engineer / Creative Programmer</b> <ul style="list-style-type: none"> <li>• Rapidly prototyped and iterated gameplay ideas using C#, Unity, and XNA</li> <li>• Worked independently to transform prototypes into sandbox physics game <a href="#">Creatorverse</a> on iOS, Android, Windows, and OSX using cocos2d-x, Box2d, C++, and Objective-C</li> <li>• Led team of programmers, testers, artists, and producers to add new features, bug fixes, in-app purchase (Apple, Google, Amazon), and a help system to <a href="#">Creatorverse</a></li> <li>• Led mobile development team on an unannounced project and ported the existing engine from Windows to iOS and Android using Objective-C and C++</li> </ul>	
	<b>Moment Games</b> , San Francisco, CA – <a href="http://www.momentgames.com">http://www.momentgames.com</a> <span style="float: right;">2007 – 2014</span> <b>Founder / Indie Game Developer</b> <ul style="list-style-type: none"> <li>• Developed 3D game engine, tools for Max / Maya, level editor, UI, AI scripting language, localization, and dynamically reloading asset pipeline using XNA and C#</li> <li>• Responsible for all aspects of independent games development for successfully released games <a href="#">Office DisOrders</a> and <a href="#">Life in the Dorms</a></li> </ul>	
	<b>6waves / LOLApps Inc.</b> , San Francisco, CA <span style="float: right;">2011 – 2012</span> <b>Senior Gameplay Programmer</b> <ul style="list-style-type: none"> <li>• Implemented improved message center and Facebook Open Graph functionality in order to increase monetization using Python/Pylons, AS3, Javascript, MySQL</li> <li>• Mentored and managed junior engineers in order to implement features to a high quality</li> <li>• Improved debugging tools and development processes across the entire company</li> </ul>	

	<b>Academy of Interactive Entertainment</b> , Melbourne Australia <b>Senior Programming Lecturer</b> <ul style="list-style-type: none"> <li>Designed, scheduled, and implemented curriculum, tools, samples, and documentation using Microsoft Visual C++ and Emergent Gamebryo</li> <li>Mentored and managed development teams over 6 months for final games development projects and instrumental in their games competitions success (winner Best Graphics at Game Connect Asia Pacific 2009)</li> </ul>	2008 – 2011
	<b>Lucasarts Entertainment Company</b> , San Francisco, CA <b>Software Engineer</b> <ul style="list-style-type: none"> <li>Developed and architected particle effect and spline based character and camera pathing system for new IP on Nintendo DS</li> <li>Profiled and optimized Lua code in <u>Thrillville</u> for PSP</li> <li>Integrated Anark GameFace 3D graphical user interface into large scale AAA game franchise <u>Star Wars: The Force Unleashed</u></li> </ul>	2006 – 2007
	<b>THQ / BlueTongue Entertainment</b> , Melbourne, Australia <b>Senior Programmer</b> <ul style="list-style-type: none"> <li>Designed and implemented a particle effect pipeline for <u>Nicktoons</u> in C#</li> <li>Implemented oct tree and in-game visual profiler for <u>Nicktoons</u> in C++</li> <li>Mentored junior programmers in gameplay, UI, AI, and OOP</li> </ul>	2005 – 2006
	<b>Electronic Arts / Maxis Corporation</b> , Redwood City, CA <b>Software Engineer</b> <ul style="list-style-type: none"> <li>Scripted gameplay objects and implemented particle effects, audio, and game structure editors for <u>The Sims: Bustin' Out</u> and <u>The Urbz: Sims in the City</u></li> <li>Implemented load/save flow for <u>The Urbz: Sims in the City</u></li> </ul>	2003 – 2005
	<b>Microsoft Corporation</b> , Redmond, WA <b>Software Design Engineer Intern</b> <ul style="list-style-type: none"> <li>Implemented Intellisense technology for XML DocComments in Visual C#</li> <li>Programmed Automatic Interface Implementation for Visual C#</li> <li>Fixed bugs in both Visual C++ and Visual C#</li> <li>Evaluated a 64 bit port of shared 32 bit Microsoft Office components</li> <li>Created a stripped down version of the shared Office components</li> <li>Modified the Office build system to support a 64 bit cross compiler</li> <li>Discovered and fixed errors in converting to the IA64 architecture</li> </ul>	Summer 2001, Summer 2000
<b>EDUCATION:</b>	<b>Carnegie Mellon University</b> , Pittsburgh, PA <ul style="list-style-type: none"> <li>Master of Entertainment Technology</li> </ul>	2002 – 2004
	<b>Duke University</b> , Durham, NC <ul style="list-style-type: none"> <li>BS Computer Science summa cum laude with a Certificate in Neuroscience</li> </ul>	1998 – 2002
<b>SKILLS:</b>	<b>Game Consoles:</b> iOS, Android, Xbox 360, Xbox, PS3, PS2, GameCube, Nintendo DS, PSP <b>Game Engines:</b> Unity3D, cocos2d-x, Emergent Gamebryo, Marmalade, Unreal <b>Languages:</b> Visual C++, C#, Objective-C, XNA, .Net, C, C++, HTML5, Javascript, Java, Python, Lua, MIPS Assembly, MelScript <b>Graphics:</b> DirectX, OpenGL, Maya, 3D Studio MAX, Adobe Photoshop <b>Applications:</b> Git, Mercurial, Perforce, SVN, Araxis Merge, Microsoft Excel, Microsoft Project	
<b>PUBLICATION:</b>	R. Colvin, T. Hung, D. Jimison, and B. Johnson, "A Dice Game in Third-Person Augmented Reality," <i>Second IEEE International Augmented Reality Toolkit Workshop</i> , October 2003.	
	T. Hung and S. H. Rodger, "Increasing Visualization and Interaction in the Automata Theory Course," <i>Thirty-first SIGCSE Technical Symposium on Computer Science Education</i> , p. 6-10, 2000.	

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