

# 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>• <u>Kiss the Chef</u> (Android) June 2016</li> <li>• <u>Hitman</u> (Windows, PS4, Xbox One) March 2016</li> <li>• <u>Creatorverse</u> (iOS, Android, Windows, OSX) September 2012</li> <li>• <u>Ravenwood Fair / Ravenskye City</u> (Facebook) October 2011</li> <li>• <u>Office DisOrders</u> (Xbox 360) January 2010</li> <li>• <u>Star Wars: The Force Unleashed</u> (Playstation 3, Xbox 360) September 2008</li> <li>• <u>Thrillville</u> (PSP, PS2, Xbox) November 2006</li> <li>• <u>Nicktoons: Battle for Volcano Island</u> (PS2, GameCube) October 2006</li> <li>• <u>Nicktoons Unite!</u> (PS2, GameCube) October 2005</li> <li>• <u>The Urbz: Sims in the City</u> (PS2, Xbox, GameCube) November 2004</li> <li>• <u>The Sims: Bustin' Out</u> (PS2, Xbox, GameCube) December 2003</li> </ul>	
<b>WORK EXPERIENCE:</b>	<b>Unity Technologies</b> , San Francisco, CA 2016 – Present <b>Senior Mobile Programmer</b> <ul style="list-style-type: none"> <li>• Researched, designed, and prototyped new products for contextual data, player tracking, and data aggregation</li> <li>• Helped implement companywide initiatives for package manager, UI refactoring, and IAP</li> <li>• Instrumented Unity engine in Java, Objective C, C++ and C# for multiple platforms to collect analytics, and improve developer experience with a total reach of 1 billion MAU</li> </ul>	
	<b>FunPlus</b> , San Francisco, CA 2015 – 2016 <b>Lead Mobile Programmer</b> <ul style="list-style-type: none"> <li>• Led the technical development of <u>Kiss the Chef</u> for iOS using Unity and C#</li> <li>• Prototyped and iterated 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>• Developed comprehensive technical designs and schedules to meet tight deadlines</li> </ul>	
	<b>IO Interactive</b> , Copenhagen, Denmark 2014 – 2015 <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 <u>Hitman</u> 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 2012 – 2014 <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 <u>Creatorverse</u> 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 <u>Creatorverse</u></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> 2007 – 2104 <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 <u>Office DisOrders</u> and <u>Life in the Dorms</u></li> </ul>	

	<b>6waves / LOLApps Inc., San Francisco, CA</b> 2011 – 2012 <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, Melbourne Australia</b> 2008 – 2011 <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>
	<b>Lucasarts Entertainment Company, San Francisco, CA</b> 2006 – 2007 <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>
	<b>THQ / BlueTongue Entertainment, Melbourne, Australia</b> 2005 – 2006 <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>
	<b>Electronic Arts / Maxis Corporation, Redwood City, CA</b> 2003 – 2005 <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>
	<b>Microsoft Corporation, Redmond, WA</b> Summer 2001, Summer 2000 <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>
<b>EDUCATION:</b>	<b>Carnegie Mellon University, Pittsburgh, PA</b> 2002 – 2004 <ul style="list-style-type: none"> <li>Master of Entertainment Technology</li> </ul>
	<b>Duke University, Durham, NC</b> 1998 – 2002 <ul style="list-style-type: none"> <li>BS Computer Science summa cum laude with a Certificate in Neuroscience</li> </ul>
<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, .Net, C, C++, HTML5, Javascript, Java, Python, Lua <b>Graphics:</b> DirectX, OpenGL, Maya, 3D Studio MAX, Adobe Photoshop <b>Applications:</b> Git, Mercurial, Perforce, SVN, Araxis Merge, Microsoft Excel, Microsoft Project