

Ted Shion Hung

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

	Academy of Interactive Entertainment , Melbourne Australia Senior Programming Lecturer <ul style="list-style-type: none"> Designed, scheduled, and implemented curriculum, tools, samples, and documentation using Microsoft Visual C++ and Emergent Gamebryo 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) 	2008 – 2011
	Lucasarts Entertainment Company , San Francisco, CA Software Engineer <ul style="list-style-type: none"> Developed and architected particle effect and spline based character and camera pathing system for new IP on Nintendo DS Profiled and optimized Lua code in <u>Thrillville</u> for PSP Integrated Anark GameFace 3D graphical user interface into large scale AAA game franchise <u>Star Wars: The Force Unleashed</u> 	2006 – 2007
	THQ / BlueTongue Entertainment , Melbourne, Australia Senior Programmer <ul style="list-style-type: none"> Designed and implemented a particle effect pipeline for <u>Nicktoons</u> in C# Implemented oct tree and in-game visual profiler for <u>Nicktoons</u> in C++ Mentored junior programmers in gameplay, UI, AI, and OOP 	2005 – 2006
	Electronic Arts / Maxis Corporation , Redwood City, CA Software Engineer <ul style="list-style-type: none"> 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> Implemented load/save flow for <u>The Urbz: Sims in the City</u> 	2003 – 2005
	Microsoft Corporation , Redmond, WA Software Design Engineer Intern <ul style="list-style-type: none"> Implemented Intellisense technology for XML DocComments in Visual C# Programmed Automatic Interface Implementation for Visual C# Fixed bugs in both Visual C++ and Visual C# Evaluated a 64 bit port of shared 32 bit Microsoft Office components Created a stripped down version of the shared Office components Modified the Office build system to support a 64 bit cross compiler Discovered and fixed errors in converting to the IA64 architecture 	Summer 2001, Summer 2000
EDUCATION:	Carnegie Mellon University , Pittsburgh, PA <ul style="list-style-type: none"> Master of Entertainment Technology 	2002 – 2004
	Duke University , Durham, NC <ul style="list-style-type: none"> BS Computer Science summa cum laude with a Certificate in Neuroscience 	1998 – 2002
SKILLS:	Game Consoles: iOS, Android, Xbox 360, Xbox, PS3, PS2, GameCube, Nintendo DS, PSP Game Engines: Unity3D, cocos2d-x, Emergent Gamebryo, Marmalade, Unreal Languages: Visual C++, C#, Objective-C, XNA, .Net, C, C++, HTML5, Javascript, Java, Python, Lua, MIPS Assembly, MelScript Graphics: DirectX, OpenGL, Maya, 3D Studio MAX, Adobe Photoshop Applications: Git, Mercurial, Perforce, SVN, Araxis Merge, Microsoft Excel, Microsoft Project	
PUBLICATION:	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.	