

CHRISTOPHER THAI

► CONTACT

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► EDUCATION

UCLA

B.S. Computer Science and Engineering

Expected June 2019

Relevant Coursework: Logic Design of Digital Systems, Software Construction Laboratory, Intro to Computer Graphics, Operating Systems Principles, Intro to Algorithms and Complexity

► SKILLS

MAIN LANGUAGES: C, C++

GAME MODDING/DEVELOPMENT: C#, Unity, Valve Hammer Editor, Lua

WEB DEVELOPMENT: HTML, CSS, Javascript (WebGL, React), Firebase

OTHER: Bash, GNU Debugger, Git

► ACTIVITIES

UCLA Game Music Ensemble,

Chamber Music Director
Sep 2015 to Current

- Student-led orchestra/choir that performs video game soundtracks
- Organizes different repertoire for chamber musicians to perform
- Works with outside organizations to help GME musicians perform outside of GME-sanctioned concerts at UCLA

UCLA Symphony Orchestra

Sep 2015 to Jun 2017

- Played the double bass for UCLA's mostly non-music major symphony group

UCLA Club Track and Field

Apr 2016 to Current

National Society of Collegiate Scholars (NSCS)

Sep 2016 to Current

► PROJECTS

GravFest

- 2-D platforming game where the character can manipulate the direction of gravity to navigate obstacles
- Used open-source art assets to construct a 2-D environment in Unity
- Scripted key game components such as player movement, gravity manipulation, UI and health, and environment interaction using C#

cp_riverfront

- 3-point control points map made for Team Fortress 2 that takes place in a shipping facility next to a river
- Utilized Valve's Hammer Editor for both visual design and implementing the game's control point logic

Twisted Treeline: a Dota 2 remake

Sep 2017 to Current

- A remake/spin-off of the official League of Legends map Twisted Treeline in the Dota 2 engine
- Utilized Valve's Hammer Editor for environment building and character placement
- Created Lua scripts to implement custom unit and building behavior and to change the default Dota gamerules

UCLA Secrets

Aug 2017 to Current

- A website dedicated for the UCLA community to submit anonymous posts to share stories and spark discussion
- Uses the Firebase Realtime Database as the method for submission and storage of anonymous secrets and associated metadata
- Utilizes React to render secrets and metadata to a webpage in real-time

► EMPLOYMENT

iD Tech Camps

Stanford, CA

Instructor

Jun 2017 to Aug 2017

- Taught and supervised up to eight high-school age campers in weekly tech courses.
- Courses taught include Cryptography and Cybersecurity, 3-D Level Design with TF2, C++ Coding, Game Programming with Unity and C#, and Game Design with Minecraft
- Class projects and activities across all classes taught include a Linux command line scavenger hunt, password hashing implementation, SFML graphics, and a shoot-em-up game

Galileo Learning

Sunnyvale, CA

Assistant Instructor

Jun 2016 to Aug 2016

- Helped teach classes such as Video Game Design, Website Design, and Minecraft Mod Design at a summer camp for middle school students.
- Software and tools used to teach include Clickteam Fusion, Wix, Eclipse, and the Minecraft Forge API