

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:	Experienced tools programmer with over 6 years C++ and C#.Net experience on large-scale AAA games for Electronic Arts, THQ, and Lucasarts with a focus on tools, AI, UI, and 3D graphics and exposure to database and network programming	
SHIPPED GAMES:	<ul style="list-style-type: none"> • <u>Office DisOrders</u> (Xbox 360) • <u>Star Wars: The Force Unleashed</u> (Playstation 3, Xbox 360) • <u>Thrillville</u> (PSP, PS2, Xbox) • <u>Nicktoons: Battle for Volcano Island</u> (PS2, GameCube) • <u>Nicktoons Unite!</u> (PS2, GameCube) • <u>The Urbz: Sims in the City</u> (PS2, Xbox, GameCube) • <u>The Sims: Bustin' Out</u> (PS2, Xbox, GameCube) 	<p>January 2010 September 2008 November 2006 October 2006 October 2005 November 2004 December 2003</p>
WORK EXPERIENCE:	Moment Games , Melbourne, Australia – http://www.momentgames.com Founder / Indie Game Developer	2007 – Present
	Academy of Interactive Entertainment , Melbourne Australia Senior Programming Lecturer	2008 – 2011
	Lucasarts Entertainment Company , San Francisco, CA Software Engineer	2006 – 2007
	THQ / BlueTongue Entertainment , Melbourne, Australia Senior Programmer	2005 – 2006
	Electronic Arts / Maxis Corporation , Redwood City, CA Software Engineer	2003 – 2005
	<ul style="list-style-type: none"> • Developed 3D game engine, tools, level editor, UI, AI scripting language, localization, and dynamically reloading asset pipeline using XNA, C#.Net, Microsoft Visual Studio • Responsible for all aspects of independent games development for successfully released game <u>Office DisOrders</u> and upcoming game <u>Life in the Dorms</u> 	
	<ul style="list-style-type: none"> • Designed, scheduled, and implemented curriculum, tools, samples, and documentation using Microsoft Visual C++ and Emergent Gamebryo • Successfully taught students to a professional level in 3D graphics, AI, networking, physics, collision detection, optimization, OOP, UML, and teamwork • Mentored and managed development teams over 6 months for final games development projects and their entry into games competitions (winner Best Graphics at Game Connect Asia Pacific 2009) 	
	<ul style="list-style-type: none"> • Proactively developed and architected particle effect and spline based character and camera pathing system for new IP on Nintendo DS and next generation consoles • 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> 	
	<ul style="list-style-type: none"> • Maintained and expanded particle effects engine for <u>Nicktoons: Unite!</u> and <u>Nicktoons: Battle for Volcano Island</u> via a particle effect editing tool in C# and a pipeline for dynamic reloading of particle effects data in game • Responsible for implementing oct tree and in-game visual profiler for <u>Nicktoons: Battle for Volcano Island</u> in C++ • Mentored junior programmers in gameplay, UI, AI, and Object Oriented Design 	
	<ul style="list-style-type: none"> • Scripted objects essential to gameplay for <u>The Sims: Bustin' Out</u> • Implemented particle effect tools and programmed primitives to control lighting and animation through the scripting engine using C++ • Implemented load/save flow for <u>The Urbz: Sims in the City</u> • Implemented database tools and pipeline for adding positional audio tracks using C# • Created game structure editor in C# for next generation console engine 	

	Carnegie Mellon University Studio for Creative Inquiry , Pittsburgh, PA Research Assistant <ul style="list-style-type: none"> • Created a dynamic, interactive art experience based on the collaborative interconnecting of component blocks to generate visual feedback • Implemented a graphical host application using DirectX • Programmed networked microcontrollers using Echelon Neuron C 	2002 – 2003
	Evans & Sutherland Corporation , Salt Lake City, UT Software Developer Intern <ul style="list-style-type: none"> • Optimized completion of mip levels for terrain texture blending • Enhanced texture caching for terrain texture blending • Constructed modeling tools for particle systems in the generation of real time rendered clouds for the next generation commercial flight simulator using MFC/Win32 • Collaborated on implementation of realistic cloud shading and fly through algorithms 	Summer 2002
	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
	Duke University Research in Object Oriented Languages , Durham, NC Research Internship <ul style="list-style-type: none"> • Enhanced a Java Formal Languages and Automata Package (JFLAP) • Implemented a regular expression to Finite State Automata conversion algorithm • Invented and implemented a novel visualization technique for unrestricted and context-free grammar parse trees 	Summer 1999
	Intel Corporation , Hillsboro, OR Software Test Technician <ul style="list-style-type: none"> • Programmed stress testing software for Intel videoconferencing applications • Conducted testing procedures and analyzed results 	Summer 1997
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, Xbox 360, Xbox, PS3, PS2, GameCube, Nintendo DS, PSP Game Engines: Emergent Gamebryo, Airplay SDK, Unity3D, Unreal Languages: Visual C++, Codewarrior, XNA, .Net, MFC, COM, C, C++, C#, HTML5, Javascript, J2ME, Java, Lua, Perl, Python, Delphi, Visual Basic, MIPS Assembly, MelScript Graphics: DirectX, OpenGL, Maya, 3D Studio MAX, Adobe Photoshop Applications: Perforce, Visual SourceSafe, 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.	

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