Hughe Vang

Independent Developer
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April 2023 - Present
Retail Associate / Guest Experience Guide, Temporary Key Holder - Sandbox VR San Francisco
- ❏ Greeting and helping guests prepare and gear for virtual reality game sessions. Handling multiple responsibilities such as cleanup, troubleshooting, etc.
- ❏ Temporary store keyholder and shift lead between August to October 2023, opening store equipment, handling staff break management, promoting store reviews & sales, and handling guest inquiries over telephone and in-person.

July 2022 - October 2023
Producer & Gameplay Programmer - The Golden Girls Take Manhattan DX
- ❏ Took charge in scheduling, sprint planning, Clickup task management, documentation and cross-team communications.
- ❏ Working in-engine as a gameplay programmer, responsible for coding battle events & animation scripting, UX improvements, Unity inspector tools and general game polish.

December 2020 - December 2021
Writing Manager & Producer - TCL Research America
- ❏ Helped train and evaluate 50+ writers for film-making at TCL Research America's experimental multimedia video production department, IDEO as a supervisor.
- ❏ Coordinated and documented assets with the writing team to plan & develop new film projects around IDEO's technical constraints & resources.

December 2017 - June 2019
Student Game Developer & Producer - TYPOCRYPHA & SAVOR SABER
- ❏ Organized two year-long student capstone projects during university with group sizes ranging from 10-19. Scheduled & led meetings, set development timelines, and handled group interpersonal conflicts.
- ❏ Received the 3rd Place Design Innovation Award at the 2018 UCSC Games Showcase & Received the Worldbuilding Award at the 2019 UCSC Games Showcase,

Education

September 2015 - June 2019
University of California Santa Cruz - B.S. Computer Science: Game Design

[GPA: 3.74]