
Game Developer

Van Phan

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SKILLS

Tools: Unreal Engine | Unity | Git | Trello | Jira | FMOD | Visual Studio

Languages: C++ | C# | HLSL | JS | XML (5 + Years)

WORK EXPERIENCE

Instructor

iDTech | Jun 2023 - Current

- Taught C++, C#, and Blueprints, covering concepts like classes, delegates, access modifiers, multi-threading, pointers, and design patterns.
- Introduced native engine concepts for Unity and Unreal (ex. Multiplayer, ECS, AI, Shader Graphs, UI, FMOD Integration, Performance Profiling)
- Led courses on game development processes (version control, publishing, testing, asset creation, audio, and game design)

Gameplay Engineer

Magic Spell Studios | Jan 2022 - Dec 2022

- Redesigned core enemy AI using a behavior tree pattern.
- Presented the game at PAX EAST 2023.
- Collaborated with the UI team to overhaul the main menu system.
- Improved development by decoupling 60+ systems and resolving 30+ bugs.

EDUCATION

Rochester Institute of Technology

Bachelor of Science in Game Design and Development | Graduated May 2024

- Student Ambassador, School of Interactive Games and Media
- Dean's List (Spring 2020 - May 2024)

PROJECTS

Unreal Engine Projects | Solo Developer

January 2022 - Current

- Developed multiplayer games using C++/Blueprints (Chess and FPS Demos)
- Built a split-screen renderer to demonstrate different shader effects.
- Created a puzzle game using linear algebra concepts with laser mechanics.

School Projects | Student

August 2019 - May 2024

- Developed a low level PBR rendering engine using C++ and HLSL