Charles Hui 16252 Magnolia Way Fontana, CA 92336	Phone: (626) 674 – 0412 Email: Charles.Hui10@gmail.com

Objective

Enthusiastic gamer with a master degree in Computer Science looking for Quality Assurance Position in a major game development studio

Education

2006 – 2008   University of California, Riverside   Riverside, CA
M.S., Computer Science

2001 – 2005   University of California, Riverside   Riverside, CA
B.S. Computer Science

Computer related Skills

- Programming or other Computer Related Languages:
  - C++
  - C#
  - Python
  - LSL(Linden script language)
- Operating Systems: Windows, Linux, MAC OS X
- Software: Visual Studio, Autodesk Maya, Blender, Dreamweaver, Poser
- Other experience: OpenGL, Ogre3D, XNA Game Studio, DevTrack
- Master Project: Hair Simulation using Spring Mass and Wisps Model

Experience

2009 Jul – 2009 Sep   Activision Blizzard Inc.   El Segundo, CA
Quality Assurance Tester – Job includes:
- Test and verify functionality of pre-release video games under various consoles
- Observe and report bugs in a concise and organized manner
- Research, verify and report bugs through the use of DevTrack

2007 Dec – 2008 Jun   Sloan Center, AGSM   Riverside, CA
Content Creator – Job includes:
- Write SecondLife script
- Create animation for use in SecondLife
- Use PHP and MySQL to record events captured in SecondLife

2006 Mar - Sep   Warner Brothers Entertainment Group   Burbank, CA
Quality Assurance Coordinator - Job includes:
- Check company websites and email newsletters for bugs and errors
- Test and verify functionalities and correctness of web pages and newsletters
- Provide useful feedbacks or comments on errors and bugs found to developers

Interests

Computer graphics, computer games, SecondLife, animation, flute, piano, photography, soccer

Other skills

- In the process of developing a game using the XNA game studio
- Speak and write fluently in English, Mandarin and Cantonese
- Chinese character input using the Changjie input method