

Richard But

Software Engineer

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[Portfolio](#) | [GitHub](#) | [LinkedIn](#)

SUMMARY

Software engineer well-versed in generalist and UI/UX video game programming.

SKILLS

Languages

- C++
- C#
- Lua
- Java
- Python

Developer Tools

- Unity
- Godot
- Lumberyard
- Android Studio
- Visual Studio
- Visual Code

Source Control

- JIRA
- Perforce
- Git
- SCRUM / Agile

Misc. Tools

- Gimp
- Audacity
- Microsoft Office

EDUCATION

Bachelor's in Computer Game Science

University of California, Irvine

- Focus on Artificial Intelligence and Algorithms

AWARDS

IEE GameSIG, First Runner Up

- Gundalf

WORK EXPERIENCE

● Blind Squirrel Games

Nov 2019 - Aug 2024

Role: Software Engineer I (Generalist/UI/UX)

- Collaborated alongside professional artists, producers, QA, and other engineers to create unified and complete projects
- Sharpened debugging and problem-solving skills through complex and unique problems across multiple projects
- Developed skills to quickly learn and adapt to new programming tools and differing teammates through project transitions

● LightMed USA

May 2018 - Nov 2018

Role: R&D Software Engineer

- Engineered and designed various modules for software within medical devices in C#
- Created documentation and performed quality assurance on medical software and hardware

WORK PROJECT

● New World

- Refactored the existing tooltip system to be more accessible
- Coded robust shift modifier input system and remapping screen to be customizable and user-friendly
- Triaged, debugged, and optimized varying systems within the UI and engine
- Hooked up data for the leaderboard system on the backend

● Sonic Colors: Ultimate

- Developed and provided PC and PS4 console support in C++
- Supported improvement of PS4 memory management and issues
- Engineered and supported various gameplay elements to follow proper design logic
- Designed and programmed user interface for settings screen and HUD for improved user experience

● Disney+, ESPN+, NHL

- Ported engine to have PS4 and PS5 console support
- Designed and implemented the initial framework of caption logic
- Modified existing tools to improve functionality and efficiency within the back end of the engine in C++

PERSONAL PROJECT

● I Wanna Be A Cowboy

[GitHub](#)

Engine: Unity | **Language:** C#

- Solo project of Vampire Survivor clone focusing on gameplay mechanics and art design
- Implemented using scriptable objects and OOP to create an expandable product