

# Brian Neil Chuchua, Jr.

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- OBJECTIVE** Acquisition of employment that will utilize my technical and problem-solving skills.
- EDUCATION** **Bachelor of Science in Computer Science**  
Minor: Game Development Programming  
Chapman University, Orange, CA  
January 2013
- SKILLS**
- Technical Skills**
- Languages and APIs: C, Embedded C, C++, C#, Java, Python, OpenGL/GLU/GLUT, XNA, MIPS, XML, SQL, JDBC, Android SDK
  - Development Environments: Cygwin, Visual Studio 2010, Eclipse, CodeVision AVR, IDLE, UDK, UT3 Editor, MS SQL Server 2010, PostgreSQL, SQLite
  - Software: Autodesk 3DS Max 2012, Adobe Photoshop, LaTeX, Microsoft Office (Word, Excel, PowerPoint), OpenOffice, Macromedia Flash
  - Web development: HTML, CSS, JavaScript, PHP, Joomla, WordPress
- Game Development Experience**
- Quaternion: The Game – <http://www.quaternionthegame.com/>  
Co-developed (via pair programming and agile development) a real-time first-and-third-person spaceship shooter game in 3D using C# and XNA in seven weeks.
  - Extensive experience with UDK and the UnrealEngine, ranging from custom deathmatch levels, capture the flag maps, and custom puzzle and RPG games created via editing UnrealScript.
- WORK EXPERIENCE**
- QA Game Tester Intern**, Blizzard Entertainment, Irvine, CA, May-August 2012  
Playtested the *World of Warcraft: Mists of Pandaria* expansion. Identified bugs and issued accurate, detailed, and repeatable bug reports. Assisted and trained team members in identifying root cause(s) of bugs via methodical testing techniques. Communicated feedback to management and development teams.
- Systems Support**, MIDCOM Corporation, Anaheim, CA, August 2008-Present  
Provide technical support to MIDCOM Corporation employees via e-mail, telephone, and in person. Aid IT Manager with administrative tasks. Set up computers, monitors, desks, and VOIP telephones. Diagnose and repair computer hardware and software errors. Assist with computer equipment movement and testing. Perform printer maintenance and repair.
- Web Developer**, TrainWeb, Anaheim, CA, August 2008-Present  
Web development and design using HTML, CSS, JavaScript, and PHP. Create and manage Joomla and Wordpress-based web sites for associated clientele. Produce promotional magazine advertisements, flyers, mailings, press passes, and maps. Administered registration, comments, and forum postings to numerous websites.
- Co-Founder**, PetPartyware.com, Anaheim, CA, 2006-2010  
Co-founder of PetPartyware.com. Designed and integrated storefront website with Yahoo Small Business solutions order processing back-end. Fulfilled orders, processed customer inquiries, restocked warehouse. Professionally photographed and edited product images.
- AWARDS** Recipient of “Best Space Game” award in the IEEE GameSig 2012 Competition for the game *Quaternion*, a freeform 3D spaceship shooter developed in C# with XNA.  
<http://www.quaternionthegame.com/>