

Jayaporsith (Jay) Suong

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## Education

**NYU Tandon School of Engineering**

May 2015

Bachelor of Science in Computer Science

## Skills

### **Programming Languages**

- C# (.NET, Mono), C++, Java, Python, Javascript

### **Game Development**

- Unity Game Engine, Steam VR, HTC Vive, Oculus Rift

### **Project Management**

- Trello, Git, Gitlab

## Experience

**initialPrefabs, LLC** (*initialprefabs.com*)

*Jun 2016 - Present*

*Co-founder, Game Developer*

*Brooklyn, NY*

- Handled business deals with game studios and artists
- Developed Dani AI, a visual editor for artists and game designers to build AI
- Developed custom editor tools to automate game development

**Mokuni Games** (*mokuni.com*)

*Jun 2016 - Mar 2017*

*Game Developer*

*New York, New York*

- Developed core and input systems for *Kitty in the Box VR* game
- Showcased and playtested the *Kitty in the Box VR* game with attendees at New York Comic Con 2016
- Developed custom editor tools to assist the rapid development cycle for *Kitty in the Box 2* mobile game

## Activities

**Global Game Jam 2017 (Playcrafting NYC + Microsoft)**

Jan 2017

- Worked with a small team of new people to build Mocap Kraken virtual reality game utilizing a mocap suit and the Oculus Rift

**Global Game Jam 2019 (Playcrafting NYC + Microsoft)**

Jan 2016

- Worked with a small team to build All Hail the Cloud mobile game in 48 hours

**Entrepreneurship Innovation Association (NYU)**

Sept 2012 - May 2015

- Elected as Head of Technology to implement website and to help organize events