

# Loc Q. Trinh

## Profile

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## Skills

### Hard Skills:

Playtesting  
Prototyping  
Gameplay Design  
Scripting

### Tools:

Unreal Engine 4 & 5  
Unity Engine  
Godot 4  
Aseprite  
FMOD

### Programming & Scripting:

C#, C/C++  
Python  
Unreal Blueprints, UnrealScript, GDScript  
JSON, HTML, CSS, MySQL  
MIPS

### Utilities:

Github  
SourceTree  
Jira  
Trello  
Figma  
Miro

### Languages:

English (Fluent)  
Vietnamese (Native)

## Education

University of California, Irvine  
Computer Game Science, B.S  
September 2019 - June 2023  
GPA: 3.67, Regent's Scholar

## PROFESSIONAL EXPERIENCES

ONESHOT STUDIO/ Founder & Game Director

Dec. 2023 - Present

- Unannounced Unreal Dungeon Crawler Game
  - In progress

3METAD / Unreal Game Developer

Jan. 2024 - Apr. 2024

- Digital Defender
  - Developed and iterated on a spaceship defender using UE 4.23 blueprint, and built all systems including UI, Audio, Gameplay, and AI, while following production sprints.
  - Designed and implemented different gameplay mechanics like shooting, upgrades, movements, and leveling using Unreal Blueprints.
  - Optimized game's scripts by simplifying logic and decoupling different systems to improve gameplay performance by 20%.
  - Followed Agile Methodology and reported the development process every week.

SCALEAI/ AI Trainer

Dec. 2023 - Mar. 2024

- Prompt Rating & Validation
  - Trained Large Language Models by rating prompts and responses to improve response's quality.
  - Compared different AI responses by validating its effectiveness in answering the prompt.
  - Tested code-snippets generated by LLM in Python and Javascript to improve AI's response accuracy and reduce bugs.

BREN SCHOOL OF ICS/ Undergraduate Student Researcher Apr. 2023 - June. 2023

- Academic Research
  - Researched under Games, Learning, Society & Tencent to produce a database using Zotero for positive impacts of video games technology in other industries & society.

## PROJECTS

Sherlove Dogs/ Godot2D

Nov. 2024 - Dec. 2024

- Lead and produced the creative direction of the gameplay in a small team using Jira and GDD.
- Integrated UI, sound, and programmed gameplay mechanics using C#.

CyberShift / Unity2D

Sep. 2022 - Mar. 2023

- Prototyped movement mechanics in C# and co-led creative direction.
- Integrated music & SFX using DAW and notation softwares like FMOD and MuseScore3.
- Wireframed high-fidelity mockups for UI designs of main menu, in-game menu, player & enemy health, and character switching mechanic using Paint.NET.

FetchQuest/ Unity3D

Mar. 2022 - June. 2022

- Integrated Unity delegate/event bus and single/multiplayer system using C#.
- Iterated on character controls and environment interactions using Unity physic engine, while working on mini-games and achievement systems using pub & sub pattern.