

Professional Experience

AUG 2021 - MAY 2022

Junior Software Engineer | Cyberdream VR, Orlando FL

- Collaborated with artists and designers to create features for VR in an agile environment
- Programmed Gameplay and system features for a multiplayer setting
- Delivered rapid prototypes to test gameplay features for enjoyability
- Debugged and optimized gameplay features by addressing bugs issued by QA teams
- Improved upon existing code base written by other engineers
- Wrote new and updated upon technical documents to help other engineers understand the implementation of gameplay systems and interations

MAY 2021 - AUG 2021

Software Engineer Intern | Cyberdream VR, Orlando FL

- Collaborated with other interns to create a prototype within a 3 month time period
- Engineered AI features utilizing Unreal's Behavior Tree
- Created and designed gameplay systems and tools in C++
- Worked on player combat for a VR capacity with hand-to-hand combat in realtime
- Worked with artists and designers to generate a video trailer that helped secure funding

Additional Projects

AUG 2020 - MAY 2021

Technical Lead | Leyline Interactive

- Oversaw a team of 7 programmers and helped delegate tasks to ensure completion of milestones
- Established base structure and inheritance of key features
- Worked with designers to design and implement a dynamic rewards systems based on player choices
- Collaborated with artists to script and animate UI utilizing Unreal UMG
- Implemented controller support with smooth input transition with MKB and controllers

AUG 2020 - DEC 2020

Programmer | Studio Sprouts

- Created a persistent system where plants continue to grow when users close the game
- Programmed and engineered a tier and stats system for plants
- Implemented character animations and character physics
- Worked with artists to implement and animate UI utilizing Unreal UMG

Skills

- Languages : C++, C#, Java, HTML/CSS
- Game Engines : Unreal Engine 4/5, Unity 2D & 3D
- Source/Version Control : Git/Github, Tortoise SVN, Plastic SCM
- Project Management : Jira, HacknPlan, Trello, Clickup, Agile
- Soft Skills : Following Directions, Growth Mindset, Team Player, Strong Work Ethic, Strong Attention To Detail
- Other : Office Suite, Adobe Suite, Google Suite

Education

MAY 2021

Bachelor Of Arts (B.A.) in Digital Media - Game Design
University of Central Florida, Orlando FL
GPA 3.5

Languages

English - Fluent | **Mandarin** - Fluent