

EDUCATION

University of Utah — Aug. 2021 – Present

Master of Entertainment Arts & Engineering, Game Engineering Track

University of Science and Technology of China (USTC) — 2016 – 2020

Bachelor of Arts, Major in Communication, at department of Science Communication

WORK EXPERIENCE

Tantrum Network, Hangzhou, China — Dec. 2020 – Apr. 2021

Game Development Intern

Prototyped for mobile applet or web games with Cocos Creator. I worked for the prototype of a shipped game with characters striking as bouncy balls. Built a workflow to directly import image assets from psd files to Cocos Creator.

LINKS

Github: <https://github.com/Bolicrad> **Portfolio:** <https://bolicrad.github.io/Portfolio>

PROJECTS

WhaleFall Haven, Feb. 2023 – Present

Gameplay Engineer & Graphic Engineer

A story-oriented adventure game with 2d characters exploring in 3d environments, using Unity (HDRP) and Spine. I take in charge of all programming and rendering implementations tasks, including state machine for player controller, the shaders to adapt 2d animation assets into 3d environments, and the interactions between player and environments.

Vacuum War, Jan. 2022 – May 2022

Gameplay Engineer & Hardware Engineer

A VR shooting game with replaceable physical toy controllers, using Unity and ESP32. I developed the C codes on the ESP32 chips to read RFID infos, and adapted serial ports functions to the game side C# codes to have game behavior represent the status of the physical controllers.

Project Haiku, Oct. 2020 – Dec. 2020 / May 2021

Gameplay Engineer

An experimental interactive music performance, cooperated with musician Clore Cai. I created the HTML5 game running on the audience's mobile phone for sound creation. Coded for data synchronization between clients and server.

Retrieve, July 2019 – Nov. 2019

Gameplay Engineer

A 2D pixel styled platformer game using Unity, with a team of another developer & 4 artists. I designed and programmed 5 bosses' AI and several normal enemies' AI for the game. I also created the rules of tiled map asset creation process.