

EDUCATION

University of Utah, Aug. 2021 – Dec. 2023

Master of Entertainment Arts & Engineering, Game Engineering Track

University of Science and Technology of China (USTC), Aug. 2016 – Jun. 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 and web games with Cocos Creator. Worked for the prototype of a shipped game with characters striking as bouncy balls. Improved a workflow to import image assets from psd files to Cocos Creator.

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. Took 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 custom toy controllers, using Unity and ESP32. Developed the C codes on the ESP32 chips to read RFID infos and send the infos to game side via bluetooth. Adapted serial ports functions on the game side C# codes to have game behavior represent the status of the physical controllers, supporting the gameplay.

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

Gameplay Engineer

An experimental interactive music performance, cooperated with a musician. Created the HTML5 interface running on the audience's mobile phone for sound generation. Coded for data synchronization between VJ master and clients.

Retrieve, July 2019 – Nov. 2019

Gameplay Engineer

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

LINKS

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