

# Dennie Yuen

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## EDUCATION

**Rutgers University**, New Brunswick, NJ

September 2022 - May 2026

Major: Computer Science

## SKILLS

- **Game engine:** Unreal Engine, Unity
- **Programming languages:** Java, C++, C#, Python
- **Tools:** Blender, Aseprite, Davinci Resolve, Git, GitHub
- **Relevant Coursework:** Data Structures, Computer Architecture, Systems Programming

## PROJECTS

**Elden Ring Reimagined** (Unreal Engine)

October 2024 - February 2025

- Utilized Blueprint and C++ to create core gameplay systems including player movement, NPC interaction, and enemy AI
- Implemented a seamless level streaming system to transition between connected 2D zones without loading screens
- Developed a custom HD-2D combat system incorporating attack combos, dodge mechanics, and hit feedback
- Optimized terrain textures and material instances using the landscape material system, to create adaptable environments based on landscape slopes
- Created stylized 2D environments, character sprites, and VFX using tools such as Aseprite, PaperZD, Blender, and Unreal Engine's Material Editor to combine aspects of HD-2D across the project

**Pokemon Reimagined** (Unreal Engine)

January 2024 - June 2024

- Refined the classic Pokémon gameplay using Unreal Engine, featuring modernized graphics and enhanced gameplay mechanics such as capturing mechanics, turn-based combat, and item usage
- Created a customizable pokemon party system, allowing players to train and battle with a variety of creatures, integrating stats and abilities using Unreal Engine's Gameplay Ability System
- Utilized data tables and data assets to efficiently load, store, and modify actors data at runtime
- Designed character models, animations, and UI using Aseprite and PaperZD, emphasizing intricate details to capture the essence of the original designs.
- Implemented environmental assets in Blender, focusing on visual appeal to enhance the recreation of the game world

**Stockpluck - GMTK Game Jam 2023** (Unity)

July 2023

- Developed a merchant-like game solo where players manage inventory, resupply stock, and handle customer transactions within a 48-hour timeframe
- Created engaging gameplay mechanics that align with the theme "Roles Reversed," putting players in the shoes of a merchant rather than an adventurer
- Integrated an inventory system allowing players to manage the quantity of wares and make strategic decisions about stocking and resupplying

- Utilized player feedback during the game jam to refine mechanics and enhance overall gameplay experience

**Video Content Creator (Youtube)**

June 2024 - Present

- Produced and edited a video including scripting, filming, and editing using Davinci Resolve and OBS
- Employed voiceovers to share personal insights into the development of the game and different problem solving strategies
- Built a strong community by responding to viewer questions, sharing development cycles, and encouraging feedback
- Communicated complex development concepts in an accessible and understandable way for a broad audience