

EDUCATION

University of Southern California - Los Angeles, CA
Master of Science in Computer Science - Game Development
GPA: 3.6

Aug. 2024 - Expected May 2026

University of California, Irvine - Irvine, CA
Bachelor of Science in Computer Engineering
GPA: 3.359

Sept. 2017 - Jun. 2022

SKILLS

- **Programming Languages:** Python, C, C++, JavaScript, Java
- **Web Development:** HTML
- **Software:** Github, Perforce, SQL, MATLAB, Aseprite, Canva
- **Operating Systems:** macOS, Windows, Linux
- **Languages:** English, Cantonese (conversational)

PROJECT EXPERIENCE

Sisyphus' Worst Day (Again)

Aug. 2025 - Present

Quality Assurance Lead

- Led end-to-end QA testing for all submitted game builds, identifying, documenting, and tracking bugs using a centralized ticketing system
- Created and executed detailed test plans covering levels, mechanics, and overall game functionality to ensure consistent and thorough coverage
- Tested new and updated features, performed regression testing, and verified bug fixes across iterative builds
- Supported playtests by identifying issues in real time and coordinating feedback with the appropriate development teams

Typomancers

Sept. 2025 - Dec. 2025

Team Captain

- Directed a multidisciplinary team by delegating and prioritizing tasks based on individual roles and strengths, ensuring steady progress
- Conceived core game concept and mechanics, iterating on gameplay through regular playtests and player feedback
- Built and integrated the core typing gameplay and UI systems, including real-time user input handling, error detection, and words-per-minute calculation
- Created visual assets for title and scrolls, to establish the game's aesthetic and thematic identity, using Aseprite
- Edited a prototype gameplay video under a tight deadline to support project presentation and evaluation

Cat Burglars

Jan. 2025 - May 2025

Team Member

- Designed and implemented the user interface while creating original 2D art assets to convey essential information and reinforce the game's communication-focused design
- Programmed core gameplay systems, including world interaction, puzzle mechanics, and dual-perspective logic
- Engineered network functionality to support online cooperative play, providing real-time communication and synchronization between two players
- Conducted weekly playtests and refined communication challenges and puzzle difficulty based on player feedback

WORK EXPERIENCE

Best Buy Geek Squad

Jun. 2023 - Jul. 2024

Consultation Agent

- Diagnosed and repaired hardware and software issues on client devices, sharpening troubleshooting and QA skills
- Translated technical concepts for clients, building strong communication and user-focused thinking
- Maintained the highest device testing completion rate as part-time staff, ensuring timely repair workflows