**Terra Luu**

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**OBJECTIVE**

Full-Time college student looking to find new opportunities in a company where I can gain professional experience. I have four years of college education with 2 years of programming skills, with interest in programming, data sciences, and application development.

**EXPERIENCE**

**Spreadsheet Organization** 2017 - Present

* Designed grading system via Google Sheets used in Fountain Valley High School
* Designed a heavily modified fork of an online D&D 5E Character Sheet with extensive features in Google Sheets
* Designed a crafting system for D&D 5E integrated with the aforementioned Online Character Sheet that automatically generates items complete with unique names and effects.

**Programming** 2019 - Present

* Strong programming skills in C#, C++.
* Developed highly efficient solutions in C++ through both group-programming and independent work.
* Lead 2-3 people team projects based in Unity.
* Knowledge of asset pipeline architectures and game engines and able to analyze code to identify and improve performance.

**Graphic Design** 2011 - Present

* Experience with editing game textures in Photoshop and GIMP.
* Created several Dungeons and Dragons 5E campaign guide resources formatted with HTML

**Game Design** 2010 - Present

* Designed field games for Boy Scout events, including an interregional activity with over 100 concurrent players.
* Designed and drove the vision and implementation of features and game systems including player feedback.
* Tested troubleshooting methods and devised innovative solutions for online gaming servers with role-playing elements.
* Created and utilized Game Design Documents in various personal projects.

**Music and Audio** 2015 - Present

* Composed various songs with focus on video game background music with acoustic and MIDI instruments.
* Proficient in audio mixing and mastering with use of VST plugins

**EDUCATION**

**CalState Fullerton**  Sep. 2020 - Present

**Orange Coast College** | A.A. in Liberal ArtsAug 2017 - May 2020

**SKILLS**

Leadership | Organization | Efficiency | Versatility | Game Engines | IDEs | Feature Balancing | Gameplay Testing Bug Fixing | Image Editing | Audio / Music Production | DAWS | Computer Literacy | Scenario Writing | Character Dialogue