

REAGAN WANG

TECHNICAL DESIGNER

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EDUCATION

University of Southern California

Los Angeles, CA

Bachelor of Science, Computer Science (Games)

September 2022 - May 2026

Dean's Scholar - GPA: 3.88/4.00

Relevant Coursework: Video Game Programming, Computer Graphics, Algorithms and Data Structures, Game Design, Game Prototyping

Awards: GDC Game Narrative Analysis Competition Gold Winner

PROJECTS

Engineer - *Steel Dominion*

July 2024 - Ongoing

- Collaborating closely with lead designers to best translate their vision to game code in Unreal Engine.
- Offering own design insights in design discussions with design leads.
- Working with both C++ and Unreal Blueprints to balance performance and code legibility.
- Testing and profiling performance to identify and resolve issues that result in poor performance, eliminating game frame time spikes of 40ms.
- Teaching and learning from other engineers on the team to improve each other's understanding of Unreal Engine.

Lead Designer and Producer - Video Game Prototyping

February 2024 - May 2024

- Developed a new game prototype in Unity with a new partner every week following design prompts.
- Rapidly designed novel systems and mechanics within various restrictions and prompts.
- Quickly established workflows for using Unity and collaborating with teammates.
- Utilised and strengthened proficiency in reading engine documentation.
- Led the design of a 4 week final project that resulted in the creation of a short game published on Itch.io

SKILLS

- **Programming Languages & Libraries:** C++, C#, Python, Java, HTML, CSS, MySQL, SDL, OpenGL
- **Software Proficiencies:** DaVinci Resolve, GIMP graphics editor, Godot, Perforce, Git, Unity, Inkle, Microsoft Visual Studio, JetBrains Rider