Ronghao Luo

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Unity Game Developer with 1 year of hands-on Unity experience and 2+ years of software engineering background. Strong in C#, OOP, modular game systems, and rapid prototyping. Experienced with open-world gacha games and online RPGs, giving strong intuition for progression systems and live-service gameplay. Focused on clean, scalable code and delivering polished gameplay features efficiently.

SKILLS

Programming & Engineering: **C#**, Java, C/C++, **OOP**, Algorithms & Data Structures, Design Patterns, SOLID, Git, Debugging & Optimization

Unity: Gameplay Systems, Object Pooling, Coroutines, Character/Rigidbody Movement, Input System, UI/UX, Raycasting, NPC AI (State Machines), **Mobile**/WebGL Deployment, **Networking (Firebase)**

Technical & Collaboration: Vector Math, Quaternions, Finite State Machines, **SCRUM/Agile**, **Rapid Prototyping**

PROJECTS

Multiplayer Tank Game *([GitHub](#))* — In Progress, Circuit Stream   Oct 2025 – Present

- Developing **online PvP** gameplay using **Unity Netcode** and **modular system architecture**.
- Implementing movement, combat, and **real-time synchronization** for multiplayer matches.

Paintzle *([GitHub](#) • [Demo](#))* — Solo Capstone Project, Circuit Stream   Oct 2025 – Present

- Built a first-person puzzle shooter with color-based mechanics and interactive world systems.
- Built **component-based architecture**, **object pooling**, and custom interaction systems.
- Optimized performance using object pooling, reducing lag spikes by ~50%.

The Jump Guy *([GitHub](#))* — Circuit Stream   June 2025 – July 2025

- Created a platformer with simple **procedural generation** and **Android touch controls**.

EDUCATION

BASc in Computer Engineering — University of British Columbia   Sep 2023 – Present
- Currently on an approved academic break; expected graduation 202X.

Game Development Bootcamp — Circuit Stream, Online   May 2025 – Dec 2025
- Completed an intensive 600-hour program focused on Unity, game architecture, prototyping, networking, and C#. Built 7 game prototypes.

GAMES PLAYED

Gacha / Open-World: Wuthering Waves, Genshin Impact, Duet Night Abyss
Online RPGs: Cross Gate, Wynncraft, Hypixel Skyblock