

Ronghao Luo

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Unity Game Developer with 1 year of hands-on Unity experience and 3+ years of Computer Science 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, Software Engineering Principles (SOLID), Git, Debugging & Optimization
- Unity: Gameplay Systems, Object Pooling, Coroutines, Character/Rigidbody Movement, Input System, UI/UX, Raycasting, NPC AI (State Machines), Mobile Games/WebGL, Networking (Firebase)
- Technical & Collaboration: Vector Math, Quaternions, Finite State Machines, SCRUM/Agile, Rapid Prototyping
- Fluent Languages: English, Chinese (Mandarin & Cantonese)

PROFESSIONAL EXPERIENCE

Multiplayer Tank Game (Personal Project — Circuit Stream)

Unity Developer Oct 2025 – Present

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

Paintzle (Solo Capstone — Circuit Stream)

Unity Developer Oct 2025 – Present

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

The Jump Guy (Personal Project — Circuit Stream)

Unity Developer June 2025 – July 2025

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

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