Haotian Lu

Game Developer | Technical Artist

Santa Clara CA, 95050 | NaitoahLu@gmail.com | 408-207-3961

Skills

Professional: Unity, C#, C++, MAXScript, 3ds Max, Photoshop, Linear algebra
Proficient: Java, JavaScript, Unreal 4, Maya, SVN, MySQL, Linux
Competent: LUA, Houdini, Substance Painter, Perforce

Work Experience

Technical Artist Intern - Seasun Games Inc.   **Feb 2019 – Jun 2019**
- Created and optimized realistic water shader in Unity3D;
- Developed MAXScript for modeling and rigging, e.g., Seamless Loop Animation;

Projects

Lead Programmer - Flight Training Simulation Program (Unity3D)   **Dec 2017 - May 2018**
Team of 8
- Communicated with the external client, confirmed the project requirements;
- Simulated basic aircraft aerodynamics in Unity3D, get familiar with how to control a plane;
- Implemented flight recording and video playback function, inspired by streaming media file format;
- Completed the procedure of network data access to inform users of the current status of aircraft.

Programmer - Crossing Wake (4 Player Online Battle Game) (Unity3D)   **May 2018 – Jun 2018**
Team of 2
- Implemented the function of multiplayer online battle;
- Realized online data storage by saving game data and player data on Ali Cloud;
- Utilized shaders to improve the visual effect.

Lead Programmer – Luz (2D Adventure Game) (Unity3D)   **Nov 2019 - Dec 2019**
Team of 5
- Designed and implemented enemy behavior and character behavior
- Realized close eye effect using shader.
- Simulated heartbeat effect using trigonometric functions

Education

University of California Santa Cruz   **Expected Grad. Mar 2021**
Games & Playable Media - M.S.

Communication University of Zhejiang   **Sept 2015 - Jun 2019**
Digital Media Technology - B.Eng.

Links

GitHub: https://github.com/VernonLu
LinkedIn: https://www.linkedin.com/in/haotian-lu
Portfolio: https://www.dropbox.com/sh/5kwfzt58owa7xiw/AACp3Zdj8pj39dnY7TQiMg3Ga?dl=0

Others

- Vice President, Animation Club
- JLPT N2