Vitor Waga Okada

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Education

Georgia Institute of Technology Atlanta, GA
B.S. in Computational Media, Minor in Japanese *May 2027*
Relevant Coursework:
Intro to AI, Computer Graphics, Game Design, Object-Oriented Programming, Data Structures and Algorithms, Linear Algebra

Technical Skills

- **Languages:** C#, C++, Java, Lua, Python, C, Swift
- **Game Engines**: Unity, Unreal Engine, Roblox Studio
- **Tools & Software**: Blender, XCode, Android Studio, Git, GitHub, Visual Studio, Visual Studio Code

Experience

Game Developer August 2023 - May 2025
Georgia Institute of Technology, VGDev *Atlanta, GA*

- Contributed to the development of 4+ **Unity** projects using **C#** and **Git**, collaborating with teams of 30+ artists, UI designers, and programmers
- Structured and implemented UI element animations in **C#** for menu interfaces and health indicators, enhancing player experience and immersion
- Designed and integrated 3D background assets in **Blender**, enriching level design for narrative storytelling and worldbuilding
- Showcased playable demos at DreamHack Atlanta, engaging 500+ players in live playtesting and refining gameplay mechanics based on player feedback

UEFN Developer August 2025 - Present

- Developed a fully functional Gun Game mode by architecting complex logic using Direct Event Binding, linking Elimination Managers and Item Granters in **UEFN** to automate weapon progression.
- Engineered multi-player weapon scaling using Team Settings & Inventory devices to ensure each player's progression was tracked independently and accurately throughout the match.
- Designed win-condition triggers using End Game and Score Manager devices, creating a polished game loop from initial spawn to the final victory state.

Projects

Sleddy | Unity, C#, Git, GitHub January 2025 - May 2025

- Led a team of developers and artists to build a 2D **Unity** game in **C#**, managing version control and resolving **Git/GitHub** merge conflicts to ensure proper team workflows
- Improved game structure and user experience by designing interactive shop interfaces, level selection menus, and various player models, resulting in cohesive and increased player engagement
- Enhanced gameplay fluidity and depth by implementing movement mechanics and obstacle collision physics in **C#**, leading to a more dynamic player experience

Summer Memories - VRChat | Unity, C#, Blender July 2025 - Present

- Boosted user engagement through interactive menus and UI elements in **Unity** with **C#**, improving the virtual reality experience to be more accessible and immersive
- Attracted 70+ unique users in the first month by contributing custom **Blender** assets and environments that strengthened world building

Sonic Fan Game | *C* January 2025 - May 2025

- Developed a custom Sonic fangame using a GBA emulator, programming movement physics, collision detection, and level progression in **C** under 256 KB VRAM hardware constraints
- Boosted player engagement by 50% through 3 phases of playtesting with 45+ testers, integrating feedback to refine controls, balance, and overall user experience