Yuhan Wu – Gameplay Engineer

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Skills & Abilities

PROGRAMMING LANGUAGES: C/C++, C#, Python, Java, Javascript, Lua, HTML/CSS

GAME ENGINES & TOOLS: Unreal, Unity, Pygame, Phaser, Blender, Photoshop

VERSION CONTROL: Perforce, Git

OTHERS: Database, VR/AR, Leap Motion, Unreal Multi-player Game, Game Engine Programming, Procedural Generation, Web Programming, Service-Oriented Architecture

Experience

VR ENGINEER | THERAPEUTIC GAMES AND APPS LAB | 08/2020 – 12/2020
· VR Foley Insertion project that helps nurse practice inserting urinary catheter.

TEACHING ASSISTANT | UNIVERSITY OF UTAH | 01/2020 – 04/2020
· Python/Pygame programming.

SOFTWARE DEV INTERN | ORACLE | 07/2018.07 – 01/2019
· Building and optimizing automated IoT testing platform.

Game Projects

LITTLE TRAVELLER | UNIVERSITY OF UTAH | 10/2020 – PRESENT
Gameplay Engineer
- Player movement, e.g. climb by pointing at objects and jumping using line/shape tracing.
- Puzzles, e.g. turn on the faucet and water level rises.

I WANT YOU | UNIVERSITY OF UTAH | 01/2020 – 07/2020
Lead Engineer
- Alt-ctrl. Move character by calculating the rotation of a pair of Vive Trackers.
- AI. Code multiple types of monster AI that chases player according to his/her behavior.
- UI. Design and code UI that is compatible with VR headset.

Education

MEAE | EXPECTED IN 05/2021 | UNIVERSITY OF UTAH
· Entertainment Arts and Engineering – Engineering Track

B.ENG | 07/2019 | NANJING UNIVERSITY
· Software Engineering