

Bethany Lai

Gameplay Engineer

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[Portfolio](#) | [LinkedIn](#) | [Github](#)

Work Experience

Playbook VR Inc. ([Playbook](#))

2022—Present

Software Engineer

Remote

- Implemented front-end 3D features for Desktop and VR: gimbals, bezier tracks, and radial menus
- Integrated and synthesized third-party packages in Unity for menus and visual elements
- Optimized image lookup and employed multi-threading for real-time skybox generation
- Architected and owned 10+ systems: annotation, virtual camera, spatial movement, 3D gimbals
- Authored auto-export Blender plugin in Python for seamless integration into Playbook

[memories](#)

2023

Solo Developer

Los Angeles, CA

- Architected tag system to auto-format dialogue text for quick narrative iteration
- Programmed dynamic scene ordering using custom story data scriptable objects
- Storyboarded, illustrated, and implemented 60+ art assets in 24 hours for a dress-up visual novel
- 96% Overwhelmingly Positive rating and 40k+ downloads on Steam

Airstrafe Interactive ([Saleblazers](#))

2022

Gameplay Programmer Intern

Torrance, CA

- Prototyped and implemented core open-world survival craft gameplay mechanics
- Utilized Mirror networking in Unity to sync server-client animations/fx
- Authored editor tools to streamline the 3D art pipeline for open-world farming and building
- Identified and fixed high-priority bugs for Steam early access release (QA team)

[Leechbug](#)

2020—2021

Technical Producer

Remote

- Directed and delegated tasks to 12 engineers using Jira in a fully-remote environment
- Conducted regular team-wide code reviews and weekly playtest sessions
- Communicated between engineering and design disciplines in a 29-person team

Skills

Programming Languages

C#, C++, Java, Python, Lua

Software/Tools

Unity Engine, Unreal Engine, Github, Perforce, Jira, Blender

Relevant Coursework

Data Structures in C++, Gameplay Programming, Mobile Game Development in Unity, Game Prototyping, Directed Research in Game Code Architecture, Advanced Game Projects

Fluent Languages

English, Mandarin Chinese

Education

University of Southern California

2018—2021

BA, Interactive Entertainment

Magna Cum Laude, GPA: 3.76

Minor, Video Game Programming