Bethany Lai

Gameplay Engineer

bethanymslai@gmail.com
Portfolio | LinkedIn | GitHub

Work Experience

Playbook VR Inc. (Playbook)   2022—2024

Software Engineer | Unity, C#, Python, GitHub, Blender, Android Debug Bridge (adb)   *Remote*

- Architected 10+ systems and implemented front-end 3D features for Desktop and VR platforms
- Optimized performance for smooth real-time skybox and 3D asset generation
- Proactively identified user experience hurdles and provided solutions in design meetings
- Authored auto-export Blender plugin in Python and 3 Unity tools to expedite in-editor workflow
- Collaborated regularly with team in semiweekly standups, design meetings, and QA sessions
- Documented systems, features, and coding standards in technical documentation

memories   2023

Solo Developer | Unity, C#   *Los Angeles, CA*

- Architected tag system to auto-format dialogue text for quick narrative iteration
- Programmed dynamic scene ordering to iterate on story beats
- 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 | Unity, C#, Perforce, Jira   *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 environment art pipeline
- Identified and fixed high-priority bugs for Steam early access release (QA team)

Leechbug   2020—2021

Technical Producer | Unity, C#, Perforce, Jira   *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
Software/Tools	Unity Engine, Unreal Engine 5, Github, Perforce, Jira, Blender
Game Development Skills	Rapid Prototyping and Iteration, Design Documentation, Code Architecture, Optimization, Playtesting, Debugging, Quality Assurance, Version Control, Time Management, Cross-Discipline Collaboration, Market Research
Fluent Languages	English, Mandarin Chinese

Education

University of Southern California   2018—2021

BA, Interactive Media and Game Design   *Magna Cum Laude, GPA: 3.76*

Minor, Video Game Programming