

# 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*