

# Bethany Lai

Gameplay Engineer

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[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
- 95% Overwhelmingly Positive rating and 50k+ 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 for RTS game mechanics
- 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*

## University of Southern California

2019—2021

### **Teaching Assistant: Game Development Workshop**

*Los Angeles, CA*

- Mentored undergraduate and masters students in C#, Unity and Perforce
- Debugged, playtested, and provided detailed feedback notes for 30 capstone projects
- Conducted lectures and led Unity workshops in a semiweekly 20+ person class

### **block ballin'**

2021

**Developer** | Unity, C#, GitHub, Trello

*Los Angeles, CA*

- Crafted 26 levels with sinewave level progression and a focus on open solution spaces
- Prefabbed block and level pieces to expedite puzzle design iteration
- Playtested regularly with various player groups to balance difficulty progression
- Identified problems within level design and delegated tasks to team members accordingly

### **Self-run game design summer course**

2022—2023

**Instructor**

*Remote*

- Delivered 18 weeks of lectures on game design topics, C# programming, and version control
- Created course syllabus, example prototypes, lecture slides, and step-by-step tutorials
- Provided detailed live and written feedback for 50+ student projects
- Mentored 31 college students in prototype pitching and team collaboration