Bethany Lai

Game Developer

bethanymslai@gmail.com
Portfolio | LinkedIn | GitHub

Work Experience

Playbook 3D (Playbook)
2022—2024

Software Engineer | Unity 3D, C#, Python, GitHub, Blender, Android Debug Bridge (adb)   *Remote*

- Built 10+ scalable systems and 3D front-end features for Desktop and VR
- Optimized skybox rendering and procedural asset generation to boost real-time performance
- Integrated cross-platform multiplayer using Normcore for seamless, synced VR co-op
- Enhanced UX by resolving interaction and comfort issues early
- Automated asset pipeline with a Blender auto-export plugin (Python) and Unity editor tools
- Coordinated closely with designers and QA in daily standups to align tech with design goals
- Documented technical systems to support smooth cross-team collaboration and maintain code standards

Airstrafe Interactive (Saleblazers)
2022

Gameplay Programmer | Unity 3D, C#, Perforce, Jira   *Torrance, CA*

- Prototyped and implemented core gameplay systems for open-world survival crafting
- Synchronized animations and VFX using Mirror networking in Unity
- Streamlined 3D environment integration with custom editor tools to accelerate art workflow
- Resolved critical launch-blocking bugs in collaboration with QA before Steam Early Access

Projects

Duckbound
2025

Developer | Unity 3D, C#, GitHub   *Remote*

- Built core Unity systems: dialogue (rich text), progression, and turn-based combat with real-time parry
- Developed custom editor tools to accelerate VFX design, scripting, and content workflows
- Authored and maintained a full GDD to guide art, design, and audio teams
- Led a remote development team across timezones with effective communication and coordination
- Managed extensive playtesting, debugging, and performance profiling to ensure a polished launch

memories
2023

Solo Developer | Unity 2D, C#   *Los Angeles, CA*

- Engineered a tag-based system for rapid, auto-formatted dialogue scripting
- Developed dynamic scene logic to enable nonlinear narrative experimentation
- Wrote an emotionally resonant story that deeply connected with players and drove strong reviews
- Produced and implemented 60+ art assets in under 24 hours for a dress-up visual novel
- Shipped a solo-developed Steam title with 60k+ downloads and a 95% Overwhelmingly Positive rating

Skills

Programming Languages	Java · Javascript · Python · C++ · C# · HTML
Software/Tools	Unity · Unreal Engine 5 · GitHub · Perforce · Jira · Blender
Skills	Rapid Prototyping · System Architecture · Optimization · Design Docs · Debugging · QA & Playtesting · Balancing · Git · Time Management · Cross-Team Collaboration · Market Research

Education

University of Southern California, School of Cinematic Arts
2018—2021

BA, Interactive Media and Game Design | *Princeton Review's #1 game design program*   *Magna Cum Laude, GPA: 3.76*
Minor, Video Game Programming