

# Chunlok Lo

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## Education

### University of Alberta

Master of Science in Computer Science

Sep 2020 - Present

Expected Graduation: Summer 2022

### Georgia Institute of Technology

Bachelor of Science in Computer Science | Minor in Industrial Design

Aug 2016 - May 2020

GPA: 4.0

## Experience

### Riot Games, Software Engineer Intern (VALORANT)

May 2021 - Aug 2021

- Extended the crosshair customization system and added the ability to save and switch between multiple crosshair profiles (C++ and Blueprints in Unreal Engine 4)
- Collaborated with UX and game designers to improve the usability of the new crosshair settings menu

### Riot Games, Software Engineer Intern (Project L)

Jun 2020 - Aug 2020

- Designed and built a web tool to improve designer and animator workflows when analyzing and modifying character attacks for an unannounced fighting game (React + Golang)
- Led discussions with 6 designers and animators to discover workflow pain points and gather feedback

### Facebook, Software Engineer Intern (Portal Companion App)

Sep 2019 - Nov 2019

- Enabled users to add photos to Portal albums from any apps on iOS and Android through a share extension
- Added support for iOS share extensions in the open source React Native library
- Partnered with the Portal team to prototype Notes functionality for the Portal Companion App

### Riot Games, Software Engineer Intern (Platform SDK)

May 2019 - Aug 2019

- Developed an automated integration test framework in C++ for Riot Client and deployed it in Jenkins
- Created a client-side service to store and retrieve player account preferences
- Coordinated migration to the new service with the VALORANT and Legends of Runeterra game teams

## Game Projects | Portfolio: [github.com/chunloklo/game-dev-projects](https://github.com/chunloklo/game-dev-projects)

### Untitled Fighting Game, Developer/Designer/Artist (Unity)

- An experimental fighting game with rollback networking

### Tower of Tears, Design and Engineering Lead (Unity)

- A third person puzzle adventure game about rotating platforms around a central tower as you ascend

### Kronos Island, Design and Engineering Lead (Unity)

- A time-slowing FPS built in a team of two in 48 hours for HackGT 2017

## Skills

### Programming Languages

C++, C#, Python, Java, TypeScript, Go, Objective C

### Applications

Unreal Engine 4, Unity, Perforce, Jenkins, Git, SQL, Docker