

Franklin Wang

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EDUCATION

University of California, Los Angeles

June 2024

Bachelor of Science, Computer Science

PROFESSIONAL EXPERIENCE

Game Tools Programmer | *OGE Community (Freelance)*

Sep 2023 – Sep 2024

- Designed and balanced character-specific combat system for a community of five hundred plus active players across the globe, refining player execution to meet high-level competitive standards
- Developed combat tools using **Lua** scripts and **REFramework** API calls, improving gameplay analysis.
- Gathered investor and player feedback to refine features and optimize usability
- Communicated product vision with users through survey and social platforms
- Facilitated design meetings, defining scope and system modularity for streamlined development
- Owned and maintained tooling/modularity in game systems for ease of use for other developers

Laboratory System Designer | *Remedy Processors, San Diego, CA*

Jun 2019 – Jul 2020

- Designed lab workflows with chemical engineers and lab technicians to optimize day-to-day operation, improving efficiency through data tracking and automation by 100%
- Managed a team of three lab technicians and implemented an inventory tracking system to improve lab efficiency and ensure precise handling of high-value materials
- Collaborated closely with executives in a fast-paced startup, gaining experience in systems design, iterative problem-solving, and process optimization

EXPERIENCE & PROJECTS

Lead Programmer & Lead Designer | *UChat*

Oct 2021 – Feb 2022

- Conceived and pitched the idea for a college social platform, defining the product vision and user experience
- Led a team of five software engineers to develop a full stack web application, ensuring alignment with the design and development roadmap
- Designed and developed the first prototype in **React.js** & **Node.js**, establishing the foundation for the app
- Fixed user authentication conflicts between **MongoDB** and the back-end, cutting debugging time and improving deployment speed

Software Engineer | *First Roman Cancel*

Jun 2020 – Jul 2021

- Collaborated with another software engineer and developed a game training tool with **Python**, enhancing frame visualization clarity for fighting game players.
- Designed UI/UX with **Adobe Photoshop & Audition**, improving usability and execution rates by 30%
- Designed a scalable character support using **Object-Oriented Design**, ensuring future expandability

Gameplay Engineer | *ACM Game Studio*

Sep 2019 – Oct 2020

- Led a multidisciplinary team of five to seven developers (artists, writers, programmers) to design and prototype multiple games with **Unity** and led game design and programming efforts
- Designed, implemented, and iterated on core game mechanics such as movement, combat, game mechanics, game level, health and inventory systems by using **Unity engine's C#** scripting API

SKILLS

Programming Languages: Python, C++, Lua, C#, Java, JavaScript, HTML, CSS

Engines & Frameworks: Unity, React, Node.js, Unreal Engine 4

Developer Tools: Visual Studio, Git, Blender