

# Roy Lu

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## Projects

### Darkstar Showdown (Individual) 🎮

C++, OpenGL

3D, TURN BASED, STRATEGY GAME THAT PITS YOU 1V1 AGAINST ANOTHER PLAYER AMIDST A DYING STAR.

- Built a custom 3D rendering engine using OpenGL and a line-drawing API with projection, culling, and meshes
- Implemented advanced engine features including vertex shading, collision detection, and a particle system, enhancing visual quality and gameplay interactivity.

### Slime Hunter (Team) 🎮

C#, Unity

3D TOP-DOWN ACTION RPG WHERE YOU GEAR UP AND HUNT SLIMES IN A BEAUTIFULLY HAND-CRAFTED WORLD

- Owned key systems including melee combat, spell casting, inventory management, and responsive UI
- FMOD audio implementation with real-time adaptive music and seamless transitions based on gameplay intensity
- Responsible for UI implementation with controller support and input device adaptive button prompts

### PianoTypes (Individual) 🎹

SvelteJS, CSS

WEB-BASED PIANO THAT PROVIDES A FULL-RANGE, CUSTOMIZABLE PIANO THAT IS FAST, SLEEK, AND EASY-TO-USE.

- Designed a responsive UI with customizable instrument sounds, pedaling, range, and a note visualizer.
- Integrated MIDI playback with media controls and tunable AI midi generation, providing users generative music

## Skills

**Graphics & Math:** Expert in linear algebra and 3D rendering pipelines for game engines. Proficient in designing shaders (Phong lighting), normal/cube mapping, and advanced mathematical transformations like projection matrices and quaternions. Applied culling, clipping to optimize rendering performance.

**Gameplay Systems:** Design scalable and flexible game systems like inventories and dialogue.  
Developed AI-based enemy combat systems using state machines and behavior trees.

**Programming:** C++ (1 year), C# (3 years), JavaScript (3 years), HLSL (1 year)

**Software:** Unity (2 years), Visual Studio (3 years), Git (5 years), Jira (1 year)

**Soft Skills:** Strong communicator and collaborator in cross-functional teams, empathetic leadership, accountability, and problem-solving for technical challenges.

## Work Experience

### Math/Programming Teaching Assistant

Oakville, ON

SHERIDAN COLLEGE

Sept 2023 – August 2024

- Designed and delivered interactive lessons on object-oriented programming and path-finding algorithms, graphs, and more.
- Developed and led supplementary lessons, reinforcing key concepts with hands-on exercises, resulting in a 15% higher test scores

### QA Analyst Intern

Toronto, ON

PROOFPOINT

May 2020 – August 2021

- Demonstrated leadership skill by leading 5+ training sessions on backend testing, improving cross-disciplinary collaboration.
- Developed .NET and Python tooling to automate load-testing and analysis at 300% faster than manual methods.
- Spearheaded performance testing for AWS-based services, identifying bottlenecks that reduced server response times by 15%

## Awards

Mar 2024 **Ubisoft NEXT Finalist**, Independent Game built within 72 hours, recognized for advanced 3D graphics rendering and innovative gameplay. Ubisoft

Aug 2024 **Gaming Garage 2nd Best Game & 2nd Best UI**, For excellence in user interface design and engaging game mechanics. CNE

## Education

### Sheridan College

Oakville, ON

ADVANCED GAME PROGRAMMING

Sep 2023 – Jun 2024

### University of Toronto Mississauga

Mississauga, ON

BS IN COMPUTER SCIENCE

Sep 2017 – Jun 2022