

**Education:**

University of Southern California (2018 - 2022)  
Major - Computer Science (Games) (B.S.)

College GPA - 3.72

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**Job Experience:****Cloud Imperium Games - Gameplay Engineer****Summer 2022 - Current**

- Working on Star Citizen, a multiplayer space trading simulation game set in a vast explorable universe.
  - Programmed *gameplay features for cargo transport and in-game shops*. - Considerations need to be made to ensure that the code we write is thread safe and that communication through the network is kept at a minimum while still being able to validate that all data is consistent between the server and the client.
  - Documenting the technical design of new features through a *Technical Design Document*. - The Technical design document needs to properly describe the changes that would be made to the code as well as how designers and other programmers can work with what has changed to properly deliver the feature. Coordination with other programmers, designers and artists is crucial to ensure the information is consistent with how they plan to execute their part of the feature.
  - *Responding to bugs* - Needed to respond to bugs from both QA and player feedback. Using tools such as crash dumps and gameplay logs to determine the source of the error and submit a fix within a short amount of time and exchanges with QA.

**Legio Vox Studios (Formerly Drop Bear Games) - Game Designer****Summer 2020 - Summer 2021**

- Developing The End of the Line: New Age, a mobile Gacha style turn-based RPG.
    - Designed *character movesets* consisting of 4 skills and a passive. - Each character is designed to fit a role in a 4 unit team and needed to be able to distinguish themselves while also maximizing the amount of mechanics that overlap with each feature.
    - *Outlining the player progression* in the leveling system, equipment upgrading system, and enemy loot drop chances. - Players can upgrade units with loot and each unit uses different loot that drops from different enemies. Care must be taken to ensure that the player is able to progress smoothly throughout the early stages of the game.
    - *Concepted enemies and bosses movesets*. - Making sure all enemies are fair and challenging based on the player's current progression.
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**Projects:****Dreamland Confectionary - Designer and Writer****Spring 2020 - Spring 2021**

- An exploration and narrative driven game about befriending creatures and baking desserts.
  - Designed and implemented the *AI system and behaviors*. - Creatures possess simple behaviors that are determined by a state machine.
  - *Debugging* - Finding bugs, from runtime errors to unexpected behaviors, and correcting them.
  - *Writing dialog and story arcs* for characters. - The game is a linear story that goes through each arc of the characters in the world of Oceanos.

**Spookelele - Lead Combat Designer and Technical Designer****Summer 2021 - Summer 2022**

- A 3d hack and slash action game that features a unique music notes mechanic combined with switching between two characters.
    - In charge of brainstorming and organizing ideas.
    - Working both in the design documents and scripts of the game, I *bridge the gap between the combat design and engineering* of the game.
    - *Documenting game mechanics and creating tasks* based on our current priorities.
    - *Creating the scripts for both player and enemy mechanics* based on pawns using state machines to determine its actions.
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**Skills:**

Software Experience - Unity, Unreal, CryEngine, HTML, Github, Xcode, Eclipse, jGrasp, Visual Studios

Programming Languages - C/C++, Java, C#

Other Languages - Chinese (Fluent Speaking/Reading), Spanish (Basic/Conversational)