

Education:

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

College GPA - 3.724

Job Experience:

Legio Vox Studios (Formerly Drop Bear Games)

Summer 2020 - Summer 2021

- Developing The End of the Line: New Age, a mobile Gacha style turn-based RPG.
 - Game Designer
 - Designed and documented the general combat system.
 - Designed character movesets.
 - Designed the player progression in the leveling system, equipment upgrading system, and enemy loot drop chances.
 - Designed enemies and bosses movesets.
 - The project is unreleased and under NDA. It is expected to be released by the end of 2021.
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Projects:

Dreamland Confectionary

Spring 2020 - Spring 2021

- An exploration and narrative driven game about befriending creatures and baking desserts.
- Currently Lead Engineer and Writer.
 - Designed and implemented the AI system and behaviors.
 - Assist in debugging.
 - On-boarding new engineers in our current framework.
 - Organizing and delegating tasks to engineers.
 - Writing dialog and story arcs for characters.

Spookelele

Summer 2021 - Current

- A 3d hack and slash action game that features a unique music notes mechanic combined with switching between two characters.
- I am currently the Lead Combat/Gameplay Designer for the project.
- In charge of brainstorming and organizing ideas.
 - Communicating with engineers to ensure mechanics are feasible.
 - Documenting ideas that team members come up with.
 - Creating combat systems in collaboration with engineers and other designers
- The project is currently an AGP and a playable version will be playable during spring 2022.

Tomato's Guns

Winter 2020

- A first person shooter game based around using physics based weapons rather than direct damage.
 - This is a 5 person project, so all team members played a part in the games general design.
 - In charge of designing and implementing the AI behavior for the two types of enemies in the game.
 - The AI is implemented using a state machine framework.
 - The enemies transition to different states depending on the situation. (spotted player, hit a wall, etc)
 - Created a scanner class, which allows the enemy to check if they see the player or not.
 - Using colliders, the shape and size is easily adjustable.
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Skills:

Software Experience - Unity, Github, Xcode, Eclipse, jGrasp

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

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