Chen Lu
Game Programmer

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SKILLS

Programming Languages & APIs   **Tools**

C (4 yrs)   Java (2 yrs)   OpenGL (1 yr)   Unity3D (2 yrs)   UE4 (1- yrs)   Maya (1- yr)

C++(6 yrs)   Python (1- yr)   DirectX 11(2 yrs)   Visual Studio(4 yrs) Git (4 yrs)

C#(4 yrs)   AS3 (1- yr)   Perforce (1 yr)   Photoshop(2 yrs)

Others

Teamwork Commitment Communication Flexibility

WORK EXPERIENCE

Free Dominion Studios LLC., Orlando, FL   Nov. 2016 - Present

Software Engineer - Remote

An unannounced puzzle game developed in Unreal Engine 4

•   Development support for implemented revenue features such as Ads and IAP

QA, prototyping for new pitch

RELEVANT PROJECTS

Game Title - Full Sail   Feb. 2016 - Jun. 2016

Custom Engine(C++, DirectX 11)   Demo Link

A single-player vehicle combat shooter game themed with seafaring piracy.

Responsibilities

•   Concept and basic gameplay design, engine architect, memory manager, particle

•   Effects, HUD, and helper tools

Accomplishments

•   Built a game from the ground up with a custom C++ engine.

•   Gained insight into long-term team project development.

•   Implemented GPU rendering particle system

Game Title - Apoptosis   Apr. 2015 - Jul. 2015

Unity3D (C#)   Demo Link

A multiplayer RTS where you grow your forces through mitosis.

Responsibilities

•   Level, concept and system design, player opponent's AI

Accomplishments

•   Developed a networked game with no previous networking experience.

•   Monitored development using SCRUM.

Game Prototype - BeerTycoon   March. 2015

Unity3D (C#)

A shooter game inspired from Burn Zombie Burn.

Responsibilities

•   Game concept and structures.

Accomplishments

•   Three days fast prototyping

EDUCATION

Full Sail University, Winter Park, FL   2014 - 2016

B.S. in Game Development

The gamer who creates.