Chen Lu

Game Programmer

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SKILLS

Technicals			**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 (5 yrs)	
C#(4 yrs)	AS3 (1- yr)	Vulkan (1- yr)	Perforce (1 yr)	Photoshop (2 yrs)	

Others

Teamwork Commitment Communication Flexibility

WORK EXPERIENCE

Run Games LLC., Seattle, WA   **May 2018 - Present**
Software Engineer (Intern)
Shipped PC and Nintendo Switch game - **Football Hero Turbo**
- Fixed, improved, and implemented new features for the in-house game engine - runGEN.
- Implemented various new UIs and layouts for the game.
- Iterate with game designers to improve game mechanics.
- Write technical documentation and participate in daily standups.

Free Dominion Studios LLC., Orlando, FL   **Nov. 2016 - Aug. 2017**
Software Engineer
Shipped mobile puzzle game - **Pixel Trip**
- Development support on game features, general maintenance, and releasing management.
- Responsible for other tasks when needed such as QA and prototyping for future projects.

RELEVANT PROJECTS

Game Prototype - Untitled *Unity3D (C#)*   **March. 2017**
Personal Project

A 3D adventure genre game prototype where players survive in a procedural generated world.
- Procedurally generated terrain.
- Split screen 3rd personal PVP combat.
- Rapid prototyping in two weeks

Game Project - Full Sail *Custom Engine (C++)*   **Feb. 2016 - Jun. 2016**
Game Programmer / Designer
A 3D single-player vehicle combat shooter game themed with seafaring piracy.
- Concept and gameplay design
- Memory manager and particle system
- GUI and game assets processing tools

Game Project - Apoptosis *Unity3D (C#)*   **Feb. 2016 - Jun. 2016**
Game Programmer / Designer
A 2D networked multiplayer RTS game where player grow their forces through mitosis.
- Level design
- Player opponents AI with hierarchical FSM
- Monitored development using SCRUM

EDUCATION

DigiPen Institute of Technology, Redmond, WA   **Sep. 2017 - Present**
M.S. in Computer Science
Full Sail University, Winter Park, FL   **Dec. 2014 - June. 2016**
B.S. in Game Development   *The gamer who creates.*