

Chen Lu

Game Programmer

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SKILLS

Technicals

C/C++ (6 yrs)

C# (2 yrs)

Java (1 yrs)

Tools

Unity3D (2 yrs)

UE4 (1- yrs)

Maya (1- yr)

Python (1- yr)

ActionScript 3 (1- yr)

Visual Studio (5 yrs)

Git (5 yrs)

SVN (1 yr)

DirectX11 (3 yrs)

OpenGL (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 - Dec 2018

Software Engineer (Intern)

Porting an existing Unity3D PC game to Oculus Rift / Quest - **An Unannounced Title**

- Implement and combine Unity shader for forward rendering
- Rendering pipeline optimization specifically for VR platform
- Research new techniques to achieve desired performance on the Oculus Quest.

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 Project - TBA 3D Game *Custom Engine (C++)*

Jan. 2019 - Present

Lead Programmer / Producer / Designer

A 3D local multiplayer combat arena game.

- ECS architecture
- Gameplay and level design
- Physically based rendering using OpenGL
- Lua binding

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 person 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, particle system, GUI, and game assets processing tools

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.