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   Project Link

An puzzle game developed in Unreal Engine 4 - **Pixel Trip**

• Development support on game features, general maintenance, and release management.
QA, prototyping for next project

RELEVANT PROJECTS

Game Prototype - Untitled   March. 2017

Unity3D (C#)   Demo Link

An adventure genre prototype game where players survive in a procedural generated world.

Accomplishments

• Procedurally generated terrain.
• Support split screen PVP battle.
• Two weeks prototyping

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.

EDUCATION

Full Sail University, Winter Park, FL   2014 - 2016

B.S. in Game Development

The gamer who creates.