

Chen Lu

Game Programmer

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San Francisco, CA

[LinkedIn](#) [Portfolio](#)

SKILLS

Programming Languages

C (4 yrs) Java (2 yrs)
C++ (6 yrs) Python (1- yr)
C# (4 yrs) AS3 (1- yr)

Tools

Unity3D (2 yrs) UE4 (1- yrs) Maya (1- yr)
Visual Studio (4 yrs) Git (4 yrs)
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 Intern

An unannounced title puzzle game develops in Unreal Engine 4

- Development support for implement 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#)

[Demo Link](#)

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.