Chen Lu

Game Programmer

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SKILLS

Technicals			Tools		
C/C++ (6 yrs)	C#(2 yrs)	Java (1 yrs)	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 - Qiu *Custom Engine (C++)*   Jan. 2019 - Present
Lead Programmer / Producer / Designer

A 3D local multiplayer combat arena party 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 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, particle system, GUI, and game assets processing tools

EDUCATION

DigiPen Institute of Technology, Redmond, WA   Sep. 2017 - May 2019
M.S. in Computer Science

Full Sail University, Winter Park, FL   Dec. 2014 - Jun. 2016
B.S. in Game Development   *The gamer who creates.*

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