

Chen Lu

Game Programmer

+1 (415) 279-1240

ipaspy@gmail.com

Redmond, WA

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

SKILLS

Programming Languages & APIs

C (4 yrs) Java (2 yrs) OpenGL (1 yr)
C++ (6 yrs) Python (1-yr) DirectX 11 (2 yrs)
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 - Aug. 2017

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 feature projects

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

DigiPen Institute of Technology, Redmond, WA

Sep. 2017 - Present

M.S. in Computer Science

Full Sail University, Winter Park, FL

2014 - 2016

B.S. in Game Development

The gamer who creates.