Rayjo Fu

Programmer

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SKILLS

Languages:	Bash, C/C++, C#, HTML5/CSS, Java, JavaScript, Perl
Technologies:	Unity 5, Unreal Engine 4, SFML
Tools:	Git, Jira, Slack, SourceTree, Trello

PROJECTS

VR Spellcasters (Unity 5, Vive/Oculus, Photon) *- Network Programmer (Team of 6)*

https://team-spellcasters.itch.io/spellcasters-vr

JUNE 2017 - AUGUST 2017

- VR online multiplayer spellcasting arena that utilizes gesture recognition to draw spells
- Implemented round management and multiplayer networking using Photon

Tornado Tower (Unreal 4, Oculus) *- Gameplay Programmer (Team of 5)*

https://tornado-tower.itch.io/tornado-tower

JANUARY 2017 - JUNE 2017

- VR third-person platformer that utilizes head and hand movement for unique gameplay
- Implemented camera panning, circular spline-based movement, wind and enemy behaviors, cinematics, UI

EXPERIENCE

Synopsys, Mountain View, CA *- Unix System Administrator*

MAY 2014 - NOVEMBER 2015

- Developed and maintained the global notification system for server health monitoring using Bash, Nagios, Perl and PostgreSQL
- Developed and maintained web applications for server health visualization and ticket management using Apache Tomcat, Google Web Tools (Java), HTML/CSS and JavaScript

EDUCATION

UC Santa Cruz, Santa Clara, CA *- Games and Playable Media, M.S.*

SEPTEMBER 2016 - AUGUST 2017

UC Davis, Davis, CA *- Electrical and Computer Engineering, B.S.*

SEPTEMBER 2007 - JUNE 2011