Rayjo Fu

Game Programmer

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SKILLS

Languages:	**C/C++, C#, HTML5/CSS, Java, Javascript, Perl**
Technologies:	**Unity3D, Unreal Engine 4, SFML**
Tools:	**Git, Photoshop, Slack, Trello**

EXPERIENCE

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

MAY 2014 - NOVEMBER 2015

- Developed global server health monitoring notification system
- Developed web tools for server health visualization and ticket management

EDUCATION

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

SEPTEMBER 2016 - SEPTEMBER 2017

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

SEPTEMBER 2007 - JUNE 2011

PROJECTS

Tornado Tower (Unreal 4, Oculus Touch) - *Technical Director (Team of 5)*

tornado-tower.com

JANUARY 2017 - PRESENT

- Virtual reality third person side-scrolling platformer
- Implemented camera panning, circular spline-based movement, and use of Oculus Touch controllers