
Rayjo Fu

rayjofu@gmail.com | linkedin.com/in/rayjofu | rayjofu.com

Skills

Languages:

Blueprints, C++, C#, Java, JavaScript, Perl, SQL

Technologies:

React Native, SFML, Unity, Unreal Engine

Professional Experience

Software Engineer

San Francisco, CA

SquareTwo (*Boredwalk, Verydice*)

May 2018 - Present

Pocket-sized arcade app and dice rolling app with real-life prizes for *Android/iOS* built in *C#* with *Unity* and *JavaScript* with *React Native* respectively

- Created UI and gameplay for Run, George, Run!, Otter Bop, and Hammer Time minigames
- Created UI for daily quests, scrolling game carousel, paginating match history, and toasts.
- Integrated IAPs, push notifications, and Facebook and Google login authentication.

Software Engineer

Palo Alto, CA

Narvalous (*Clash of Magic VR*)

Dec. 2017 - Apr. 2018

Strategy tower defense VR game for *HTC Vive/Oculus Touch* built in *Blueprints* with *Unreal*

- Worked on RESTful web API to store and update PvP match data, leaderboard rankings, and campaign progression (*VaRest, PHP, MySQL*).
- Ported game to HTC Vive and Steam (*Steamworks SDK*).

Unix System Administrator

Mountain View, CA

Synopsys

May 2014 - Nov. 2015

- Maintained distributed global server monitoring system (*Nagios, PostgreSQL, Perl*).
- Developed web application for server data management and visualization (*Google Web Tools, Java, Apache Tomcat*).

Projects

Game Programmer

Santa Clara, CA

Spellcasters VR

June 2017 - Aug. 2017

Multiplayer online battle arena VR game for *Vive/Oculus* built in *C#* with *Unity*

- Created UI for round countdown, scoreboard, and match results.
- Implemented game loop transitions, team assignment, and scoring system.

Game Programmer

Santa Clara, CA

Tornado Tower

Jan. 2017 - June 2017

Third person VR side-scrolling platformer game for *Oculus Touch* built in *Blueprints* with *Unreal*

- Created UI for main menu, pause menu, and tutorial.
- Implemented circular side-scrolling mechanics in 3D environment, motion-controlled “mouse” cursor bounded to cylindrical coordinates, character and camera control.

Education

UC Santa Cruz, Santa Clara, CA | *M.S. Games and Playable Media* | Sept. 2016 - Sept. 2017

UC Davis, Davis, CA | *B.S. Electrical and Computer Engineering* | Sept. 2007 - June 2011