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# Rayjo Fu Programmer

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## Skills

**Languages:** Blueprints, C++, C#, Java, Perl, PHP, SQL

**Technologies:** SFML, Unity, Unreal Engine

**Tools:** GIMP 2, Jira, SourceTree, Trello

## Professional Experience

**Game Developer** | Narvalous (*Clash of Magic VR*) | Palo Alto, CA | Dec. 2017 - Present

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*).
- Debugged network synchronization and replication issues for multiplayer.
- Discovered alternative testing methods to reduce QA testing pipeline time by 90%.

**Unix System Administrator** | Synopsys | Mountain View, CA | May 2014 - Nov. 2015

- Improved reliability of distributed monitoring system that reports server health for all sites world-wide (*Nagios, PostgreSQL, Perl*).
- Created web application for server management and health/performance visualization (*Google Web Tools, Java, Apache Tomcat*).
- Worked on managerial web tool to track IT ticket management (*Perl, JavaScript*).

## Projects

**Gameplay Programmer** | *Spellcasters VR* | Santa Clara, CA | June 2017 - Aug. 2017

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

- Created first working VR online multiplayer prototype (*Photon Unity Networking*).
- Mentored and taught team members how to use Photon Unity Networking API.
- Created in-world UI for round countdown, scoreboard, and match results.
- Implemented game loop transitions, team assignment, and scoring system.

**Lead Gameplay Programmer** | *Tornado Tower* | Santa Clara, CA | Jan. 2017 - June 2017

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

- Created first working prototype that formed the foundation of the game.
- Mentored and taught team members how to use Unreal Blueprint Scripting.
- Created in-world 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, and enemy AI behaviors.

## 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