
Rayjo Fu Programmer

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Skills

Languages: C#, C++, Java, Perl, Ruby, Python, JavaScript, SQL, Bash

Technologies: Unity, Unreal Engine, SFML, PyQt

Tools: Jira, GIT, SourceTree, GIMP 2, Blender

Independent Work

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

Online multiplayer spellcasting arena game for *HTC Vive/Oculus Touch* built in *C#* with *Unity* and *Photon Unity Networking*

- Setup online multiplayer framework.
- Created round countdown display, scoreboard, and match results.
- Implemented game loop transitions, team and round management, and scoring system.

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

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

- Establish framework to simplify designer's workflow and minimize their need to deal with backend programming.
- Designed and implemented UI for main menu and pause menu.
- Implemented motion-controlled wind mechanic, camera control, character movement, enemy AI behavior and cinematics.

UI Programmer | *Little Alchemy Imitation* | Cupertino, CA | Nov. 2017

Little Alchemy imitation game for *PC* built in *Python* with *PyQt*

- Created UI and implemented event handler for drag and drop events.
- Streamlined modifications to crafting recipes through file input.

Professional Experience

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

- Created web tool for server management and health/performance visualization (*Google Web Tools, Java, Apache Tomcat*).
- Developed web tool for managers to track their team's ticket management (*Perl, JavaScript, Bash*).
- Rebuilt and managed distributed system for monitoring and reporting server health for all sites world-wide (*Nagios, PostgreSQL, Perl, Bash*).

Education

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

Sept. 2016 - Aug. 2017

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

Sept. 2007 - June 2011