Rayjo Fu Programmer

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Skills

Languages:	**Blueprints, C++, C#, Java, Perl, SQL**
Technologies:	**SFML, Unity, Unreal Engine**

Professional Experience

Software Engineer | SquareTwo *(Boredwalk)* | San Francisco, CA | May. 2018 - Present

Pocket-sized arcade with real-life prizes for *Android/iOS* built in *C#* with *Unity*
- Released three mini-games: Run, George, Run!, Otter Bop, and Hammer Time.
- 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 | Narvalous *(Clash of Magic VR)* | Palo Alto, CA | 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 | Synopsys | Mountain View, CA | May 2014 - Nov. 2015
- Improved reliability of distributed monitoring system that reports server health for all remote sites world-wide *(Nagios, PostgreSQL, Perl)*.
- Created internal web application for server management and health/performance visualization *(Google Web Tools, Java, Apache Tomcat)*.

Projects

Game Programmer | *Anxious Pets* | San Jose, CA | Sept. 2017 - May 2018

Mobile pet game for *Android/iOS* built in *C#* with *Unity*
- Created UI for main menu, in-game menu, NPC interaction and loading screen.

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

Game 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 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**