
Rayjo Fu Programmer

19503 Stevens Creek Blvd Ste 127, Cupertino, CA 95014

(408) 368-8980 | rayjofu.com | rayjofu@gmail.com | linkedin.com/in/rayjofu

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

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.
- Implemented file input reader to allow ease of modifications to crafting recipes.

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 and VOIP.
- 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

- Established framework for level designers eliminating need for any programming.
- Created UI for main menu and pause menu.
- Implemented motion-controlled wind mechanic, camera control, character movement, enemy AI behavior and cinematics.

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*).
 - Created install package for ease of deployment for remote admins.

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