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# Rayjo Fu Programmer

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## Skills

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

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

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

## Professional Experience

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

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

- Worked on back-end to store and update PvP match data, leaderboard rankings, and campaign progression (*VaRest, PHP, MySQL*).
- Ported game to HTC Vive and Steam from Oculus (*Steamworks SDK*).
- Debugged network synchronization and replication issues for multiplayer.
- Discovered alternative methods of testing to improve QA testing pipeline.

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

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

## Projects

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

Online multiplayer spell-dueling 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.

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

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

- 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.

## 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)