

# Rayjo Fu

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## OBJECTIVE

To make contributions in the gaming industry as a video game programmer

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## EDUCATION

### **Games and Playable Media, M.S.**

*University of California, Santa Cruz*

September 2016-Current

*Santa Clara, CA*

### **Electrical Engineering, B.S.**

June 2011

### **Computer Engineering, B.S.**

*Davis, CA*

*University of California, Davis*

- Minors: Psychology, Technology Management
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## PROJECTS

- Automated server health monitoring system using Nagios, Perl and PostgreSQL
  - Developed metrics management web tools using Apache Tomcat and Google Web Toolkit (Java)
  - Developed VR side-scrolling platformer using Unreal 4 for Oculus Touch
  - Programmed Connect 4, Poker, Pong, Breakout, and Asteroids using C++
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## EXPERIENCE

### **Unix System Administrator**

*Synopsys, Inc.*

May 2014-Nov 2015

*Mountain View, CA*

- Diagnosed and troubleshoot technical issues for Unix servers
- Managed and maintained distributed systems for server monitoring
- Developed and maintained internal web tools for management and monitoring

### **IT Intern**

*Synopsys, Inc.*

May 2012-May 2014

*Mountain View, CA*

- Served as front-line technical support for an international corporation
- Diagnosed and troubleshoot technical issues for system users
- Tracked and recorded all case issues in a ticketing system

### **CompTechS Intern**

*De Anza College*

Apr 2012-May 2012

*Cupertino, CA*

- Assembled and repaired recycled desktops for students in need
  - Installed basic open-source software and configured initial settings
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## COMPUTER SKILLS

- Languages: Bash, C, C++, C#, HTML, Java, Perl
- Software: Unity, Unreal 4 Visual Studios 2015