

Weijie Ye

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[LinkedIn](#) | [Portfolio](#) | [Itch.io](#)

EDUCATION

Rochester Institute of Technology, Rochester, NY

Expected Spring 2027

Combined Accelerated Bachelor's/Master's Degree in Game Design and Development

SKILLS

Technical Skills: C++, C#, Unreal Blueprints, Editor Tooling

Developer Tools: Microsoft Visual Studio, Unity Engine, Unreal Engine 4/5, Git, Perforce

Collaboration Tools: Trello, JIRA, ClickUp, Confluence, Microsoft Office Suite, Google Suite

WORK EXPERIENCE

Game Developer Co-op: Unity 6, C#

May 2025 – Aug 2025

RIT - School of Interactive Games and Media

- Built a **node-based Dialogue Editor** with **EditorWindow** and **IMGUI** that lets designers create branching dialogues by connecting nodes, and stores content in **ScriptableObjects** for data-driven runtime use.
- Implemented a **data-driven event system** using a variable-condition framework with validators to gate player choices, triggering gameplay events that modified world state and narrative progression.

Game Developer Co-op: Unreal Engine 4, Blueprint

May 2024 – Aug 2024

RIT - School of Interactive Games and Media

- Collaborated with teams using **Perforce** to integrate gameplay mechanics into level and system design.
- Implemented **gameplay mechanics in Unreal Engine Blueprints**, integrating level interactions and narrative triggers to enhance player experience.

PROJECTS

Basement I: Unity 6, C#

Sep 2025 - Dec 2025

- Led a team of 5 using **Scrum** methodology and **Jira**, contributing as both Programmer and Project Manager to create a first-person interactive psychological horror game.
- Implemented a **rule-based gameplay system** where gameplay rules could change between levels to mislead or contradict player expectations to create tension.
- Refined rule clarity and player feedback through playtesting, adjusting interactions and rules based on player behavior and confusion.

Cell Blockade: Unity 6, C#

Jan 2025 - May 2025

- Led a team of 5 as both Programmer and Project Manager using **Trello within an Agile workflow** to create a 3D top-down roguelike experience.
- Implemented an **external editor tool** to allow designers to create and edit buffs without touching code.
- Engineered **modular gameplay architecture** for enemy AI and buffs, enabling rapid iteration and feature scalability.

Secret of the Swan: Unreal Engine 5, C++

Nov 2024 - Dec 2024

- Collaborated with a team of 10 during a 30-day game jam, contributing as a programmer to create a first-person narrative-driven mystery game.
- Programmed core features, including **Niagara particle effects**, settings menu, **dialogue system**, puzzles, and tools players can use during gameplay.
- Created **C++ functions and variables exposed to Blueprints for designers**, enabling seamless integration and customization within Unreal Engine, and authored documentation to guide their use.

CERTIFICATIONS

[Unity Certified Professional: Programmer](#)

May 2024