Muru Chen

Game Designer & Programmer

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SUMMARY

Game programmer and game designer with 1-year professional experience. Adept at Lua and have experience working with C#. Comfortable with cooperating with other programmers, designers and artist. Have a background in Interactive Media Design and Game Design.

PROFESSIONAL EXPERIENCE

Technical Designer / Gameplay Programmer   Lilith Games 6/2020 – 7/2021

- Worked on a Metaverse platform Project with in-house engine.
- Had been the technical designer leader in four game projects. Wrote the majority of gameplay scripts in Lua language.
- Worked on Behavior Tree, Finite State Machine, animal AI, path finding. Translated high level animal behavior design into tree diagram and provided interfaces for other programmers.
- Contributed ideas in game design.
- Some game demo video links:
  Safari Snap: https://muruc.github.io/Safari-Snap/
  Pet Island: https://muruc.github.io/pet-island/

STUDENT PROJECT

Dispatch-it (in CMU)   https://muruc.github.io/Dispatch-it/   9/23/2021 – 10/6/2021

- An AR narrative game based in Hololens. Made with Unity with a five people group. Player acts as a telephone operator in 80's, connecting the plug according to the conversation.
- Worked on dialogue tree, telephone interaction and time event system. Provided data structure interfaces for other programmer and designer to add story nodes.

Moon's League (in NYU) https://muruc.github.io/moons-league/   5/2019

- A strategy game made by Unity. It's a two-player turn based tactics game.
- Worked as the only programmer and designer. Worked on hero skill modules, buff & debuff modules, hexagon-grid based movement, etc.

EDUCATION

Bachelor of Science	**New York University**
Major: Interactive Media Arts | Minor: Game Design	9/2016-5/2020
Master of Entertainment Technology	**Carnegie Mellon University**
	9/2021-Present