

Ye Wu, Gameplay Programmer

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EDUCATION

Carnegie Mellon University, Entertainment Technology Center (ETC)

Pittsburgh, PA

Master of Entertainment Technology

May 2021

Shanghai Jiao Tong University (SJTU), School of Software

Shanghai, China

Bachelor of Science in Engineering, Majoring in Software Engineering

June 2019

RELEVANT COURSES

Computer Graphics, Game Development, Linear Algebra, Algorithm, Computer System, Software Engineering, HCI

SKILLS

Languages: C#, C++ (OpenGL, OpenCV), C, SQL, Java, Python

Applications: Unity, Visual Studio, QT, Sony Vegas

ACADEMIC PROJECTS

Building Virtual Worlds (3D), Programmer

ETC, Fall 2019

- Made video games in 2-3 weeks, worked with teammates randomly generated, 5 rounds (1 solo round).
- Cooperated with people from different roles, rapid iteration, communicated and brainstormed frequently.
- Used non-traditional devices including HTC Vive, Magic Leap and Jam O Drum.
- Implemented critical gameplay system including fight system in Round1, controller and UI in round 2 and 3, different interaction systems(touch, clap, wave) in round4. Made all particle systems and shaders.

AR Game Development – AR Graffiti (3D), Programmer, Designer

SJTU, Apr. 2018 – June 2018

- Used ARKit combined with Unity to implement virtualization of the creating of graffiti.
- Made models such as graffiti spray cans using Maya and implement tactile feedback of virtual graffiti cans.

PERSONAL PROJECTS

AR Game Development - Project Bastion (3D), Programmer, Designer

Sept. 2017 – Dec. 2017

- Optimized the post-image through batching and material merging, reduced 30% draw calls.
- Used scriptable object with ARKit to implement the design of a single block and three kinds of turrets.
- Learned Maya to use art resources and related animations correctly and optimize it with texture packer in Unity.
- Learned to combined ARKit's interaction with the player's shooting and implemented shooting (diffusion, overheating, etc.) mechanism.

PC Game Development – Relink (2D), Designer, Programmer

Jan. 2017 – Jun. 2017

- Used the scriptable object in Unity with mono-behavior to achieve the belonging logic system of the object.
- Arranged the sorting layer of the scene in code and implemented 60 degrees perspective feature of the game scene.
- Implemented the combination of hacker and AI skills.

Game Jam(Global Game Jam / CIGA Game Jam) 4 times

Jan. 2017 – Jan. 2019

Game Jam PC Game Development – Home Chaser(2D), Programmer, Designer

Jan. 2019

- Designed and implemented most systems including backpack and searching.
- Designed part of the story and several characters and their belongings.

Game Jam PC Game Development – Layers (2D), Programmer

Jul. 2018

- Combined orthographic and perspective of the camera to implement the players' ability to switch layers.
- Designed different layers and the map, implemented layer system, revive system, UI and environment object system.

INTERNSHIP

Shanda Interactive Entertainment Ltd, Development Programmer Internship

Jul. 2018–Sept. 2018

- Developed the front-end application and made optimization and design tools for designers and artists.
- Optimized the automated build of the project with Jenkins.