

RF

Rong Fu

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Technical Artist

Has experience in Game design, game programming, and 3d art. Work as a porting programmer in indienova for 6 months. Proficient in game engines, graphic design including 3d modeling, rigging, animating, and shader programming.

Experience

Indienova - Game Programmer

Beijing, China
03/2018 - 10/2018

- Cooperated with the technical director of INDIENOVA to get in touch with Nintendo
- Developed four games "Flood of Light", "I am the Hero"(released) "Gemini"(released), "Candleman"(released) on Switch
- Developed "Flood of Light" on Switch with Unity engine, programmed in C++, development tools such as Nintendo Dev Interface, Photoshop, Audacity; this game was the top-selling Chinese indie-game of Nintendo on eshop in summer
- Took charge of program port and translation of Chinese-Japanese
- Published 8-bit music article "Dig in the Cart" on indienova.com

Selected Game Development Academic Projects

Communication University of China

- Cyborg Lab (Sci-fi, first-person puzzle-platform video game), 08/17-06/18
 - Enlightened by "Portal", developed as a 3D artist, using Unreal engine, programmed in C#, C++, used Substance Painter, Substance Designer, Blender.
 - This game participated in ID@Xbox Competition, Indie Play Competition (Third Prize), Sony Hero Project, and GDC Competition, won many honors
- Rolling Loop (Cyberpunk, VR, Rhythm game), 06/17-07/17
 - Worked as a technical artist by using Blender, Maya, Substance Painter, input device HTC Vive, programmed in C# through Unreal engine
- Pipe Jam (Cyberpunk, rhythm game) 06/17
 - Enlightened by "Blade Runner", programmed in C# through Unreal engine, worked as an art designer, used 3dsmax, Substance Painter to deal with 3D modeling, texturing, icon designing and other graphic works
 - Participated in CIGA game jam and won third place in Beijing
- Your Umbrella (Silhouette, side-scrolling, auto-runner platformer game) 10/16
 - Worked as an art designer, used Procreate, Photoshop and Adobe PR, Unity engine, programmed in C#
 - Participated in Portland Gamejam and earned second place at school

Concordia University

- Baby Chaos
- Group Leader (5 members), participated in the development of Babychaos, responsible for programming(C#), project management and modeling, using Makey Makey and DDR for the input device to simulate bicycle. Game raked first place in roadshow 07/18-08/18

Carnegie Mellon University

- Building Virtual World
 - 3D Artist(5 members), participated in the development of Anna, BCW2021,Cat and Mouse. Responsible for Shader programming, 3d Modeling, rigging and animation. Platforms including HTC Vive, Oculus, Magic Leap and Jam'O Drum 9/1-12/14

- www.spatulag.fun
- <https://www.artstation.com/spatulag>
- <https://github.com/spatulaG>

Skills

- Japanese proficiency(N1 Level)
- Native Speaker in Chinese
- Advanced knowledge of C, C#, and C++
- Html, CSS, Javascript
- Shader language, Web GL, OpenGL
- Database language SQL
- Game engine including Unity, UE 4
- Blender, Maya, 3dsMax, Substance Painter, Substance Designer

Education

Expected in 05/2021

Carnegie Mellon University, Entertainment Technology Center (ETC), Pittsburgh, PA
Master of Entertainment Technology

Communication University of China (CUC)

Beijing, China

BE in Digital Media Technology (Game Technology Direction) 09/15-06/19: Game Programming

- Minored in [Computer Science](#)
- Member of Musian Musical Club, Modelling club, Co-leader of the Internet Security organization
- Took Courses including Computer Graphics, Game Design, Game Programming, C, C++, Database and Website Developing

Concordia University

Montreal, Canada

Game Design: Overseas Study Tour

Honors & Awards

- Second Place (Top 6% among 40 participants) in Gamejam cooperated with Poland, school level 12/16
- Third Place (Top 3% among 150 participants) in CIGA Gamejam, Beijing, state-level 10/17
- Third Place (Top3% among 100 groups) in Best student work in Tencent Indiegame competetion, China, National level 11/18