

Tzu-Hsun (Jason) Lu

781-856-5337
jasonlu00@gmail.com
jason-lu.com

OBJECTIVE

A Game Programmer and passionate gamer, seeking full-time employment in the game industry.

EXPERIENCE

- Present* **Software Engineer – Unity3D, Kabam, San Francisco, CA**
- Design and code new features and enhancements for mobile games.
- 2013* **Unity Developer Intern at VarnerMiller LLC, Charleston, SC**
- Developed and shipped educational games in C#/Unity for WebPlayer and iOS APP.
- Involved in developing internal Unity framework/tools.
- Built a HTML5 game prototype in JavaScript and ported one game from Unity to Html5.

SKILLS

Game Engine: Unity3D
Programming: C, C++, C#, OpenGL
Web: JavaScript, jQuery, HTML/CSS

EDUCATION

- 2012 ~ 2014* **Carnegie Mellon University, Pittsburgh PA, United States**
Master of Entertainment Technology
- 2007 ~ 2011* **National Taiwan University, Taipei, Taiwan**
Bachelor of Computer Science & Information Engineering

ACADEMIC PROJECT

- Spring 2014* **WMS Table Game, Client: WMS Gaming, Carnegie Mellon University**
Gameplay Programmer
- Developing an innovative casino table game with mobile devices in Unity3D.
- Implementing game logic, gameplay mechanics and unit behavior.
- Fall 2013* **PlayStation-Ignite, Client: Sony Computer Entertainment America, Carnegie Mellon University**
Lead Programmer
- Developed 5 deliverables built over one semester with weekly reviews and discussions with Sony staffs.
- Innovative Game Prototyping in Unity3D/C# for PlayStation platform.
- Coding tasks management, SVN source control, game mechanics merging and implementation.
- Spring 2013* **Cardio Active, Client: TATRC, Entertainment Technology Center, Carnegie Mellon University**
Gameplay Programmer
- Developed an exercise game that motivates people to play while performing enough physical activity.
- Implemented game in Unity3D/C# with Kinect/WiiFit/Heartrate monitor to get feedback from players.
- Accepted to International Games Innovation Conference 2013 as a full paper.
- Fall 2012* **Building Virtual Worlds, Entertainment Technology Center, Carnegie Mellon University**
Programmer / Game Designer
- Worked in an interdisciplinary team to create virtual worlds.
- Programmed on Unity3D game engine with different kinds of devices such as the Microsoft Kinect, Sony Playstation Move, Makey Makey and Eyegaze (Eye tracking system).