

Yicheng LU Game Designer

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EDUCATION

Carnegie Mellon University

Master of Entertainment Technology

08/2022-Expected 2024

Rutgers, The State University of New Jersey

09/2018-01/2022

Bachelor of Science

- Major in Computer Sciences (Minor in Mathematics)

SKILLS & HOBBIES

Language: Mandarin(native), English(fluent)

Computer Skills: Java, C#, C programming, Unity3D

PROJECTS

Building Virtual Worlds

Fall 2022

Producer | Programmer | Game Designer

CMU

- Collaborated on a team of 5 to rapid prototype interactive experiences within a 1–2 week timeframe
- Managed team tasks and goals
- Created storyline

Worl-Fender

- Has independently designed and developed this game by using Unity2D. Detailed introduction and videos can be found in the portfolio website: <https://www.yichenggame.com/>

Knight – Solo

- A Boardgame that independently designed and developed. Detailed introduction and videos can be found in the portfolio website: <https://www.yichenggame.com/>

3D - Birdy

- Has independently designed and developed this game by using Unity3D. Detailed introduction and videos can be found in the portfolio website: <https://www.yichenggame.com/>

Creation of Games Society

07/2020-01/2022

Member

Rutgers

- Assist in organizing members to learn game design concept and the specific design steps every week.
- Work with teachers to develop mini-games, such as 2D games development with the use of Unity;

INTERNSHIP EXPERIENCE

Ubisoft Shanghai

05/2022-08/2022

Game Operation Trainee

- Assist Ops team to prepare/verify/localize/input announcement to GM tools with an optimized format as required.
- Make sure announcement/in-game mails are tested before push live.
- Assist community manager with daily community operations and document translation when necessary.