WUJI CAO

GAME DEVELOPER

CONTACT & PORTFOLIO

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CAREER OBJECTIVE

Game Programming focus, also doing rigged animations, particles to make games feels better.

Many experience associated with action games development, can create a Finite State Machine for fighting character in one afternoon.

Unity 3D	C#	Java
Rigged Animation		HTML
JavaScript	P5	GML
Particles & Shader		
Photoshop		

EXPERIENCE & PROJECTS

TIMI STUDIO J1 GAME DESIGN INTERN   2021
Tencent, Shenzhen, China

- Designed Item Mode's Communicate interaction and Investigated Users
- Calculated weighted gains of all items in the Item Mode and Drafted a remake scratch
- Calibrate distribution of players' general gaming skills and Compare them with competitive games

TIMI STUDIO H1 INTERACTIVE DESIGN INTERN   2019
Tencent, Shenzhen, China

- Composed UX draft of the anti-addiction reminder on the opening screen
- Received the request of a new annual achievement system and completed its design draft
- Revised one of the interaction logics of the "Events" page and drafted an alternative implementation

PROGRAMMER, DESIGNER, & ANIMATOR   present
Project Eon Reset, New York, NY

- Design and Programmed the core mechanics, Grab System & Element Absorb
- Developed the combat system and Animated Character combat animations
- Build levels and Designed level events and chase fight, cut scenes

PROGRAMMER, DESIGNER, DIRECTOR   2020
Project Viceless City, ChengDu, China

- Literally Build all game system from collision to localization, Design from system to combat, Organized team members

EDUCATION

- Game Design B.A , New York University