

Yuan (Alfie) Luo

GAME DEVELOPER · GAME DESIGNER

Rochester, NY

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Experiences

Technical Designer Intern

Beijing, China

AVALON STUDIO, BILIBILI INC.

Jul. 2021 - Dec. 2021

- Implemented new and optimized existing behavior trees used in player companion and enemy AI for a mobile ARPG.
- Organized and optimized the asset pipeline of environmental destructible.
- Assisted with idea generation and proposed potential solutions during design overhaul.

Unity Teaching Assistant

NY, United States

ROCHESTER INSTITUTE OF TECHNOLOGY

Aug. 2020 - May. 2021

- Teach various Unity topics to students and assist students with troubleshooting Unity.
- Grade student assignments and projects built using Unity.

Projects

Through The Lens - Graduate Capstone

Academic

GAME DESIGNER & PROGRAMMING LEAD | UNITY

Aug. 2020 - May. 2022

- Through the Lens is an atmospheric, first-person, narrative-focused exploration puzzle game with the intent to nurture curiosity in an abandoned city.
- Implemented general game architecture and mechanics, built shaders for core game mechanics in Unity shader graph.
- Improved playability and accessibility of the game with technical solutions.

Vector Dive

Passion Project

SOLO DEV | UNITY

Mar. 2022 - Apr. 2022

- Vector Dive is a 2.5D top-down rogue-lite game that focuses on giving the player a unique, relaxing, and rewarding visual and musical experience.

Ball Animals

Passion Project

TEAM LEAD & DESIGN LEAD | UNITY

Dec. 2021 - Present

- Ball Animals is a 4-player competitive party game currently developed remotely with students from Tsinghua University in China.
- Organized schedule of development, broke down project goals into various job duties and tasks and assigned them to a team consisting of 10 members.
- Composed detailed documentation and coordinate with programmers on implementing new features.

In The Dark - Proc Dungeon

Academic

SOLO DEV | UNITY

Oct. 2020 - May. 2021

- In The Dark is a top-down horror survival rogue-like greatly inspired by the game Darkwood.
- Generate random and fun dungeons procedurally using algorithms including the wave function collapse algorithm in Unity.

Pudding Jump

Passion Project

SOLO DEV | UNITY

Jul. 2020 - Aug. 2020

- Pudding jump is a reimagination of the popular mobile game Doodle Jump, consisting of various characters each with unique active abilities.

Guardians

Academic

TEAM LEAD & GAMEPLAY PROGRAMMER | UNREAL 4

Feb. 2017 - Apr. 2017

- Guardian is a third-person shooter made in Unreal 4, featuring 2 epic boss fights, various player abilities and powerups.
- Organized development schedule and assigned tasks as the team lead.
- Implemented core mechanics and boss AI using blueprints.

Skills

Software Unity, Unreal 5, Microsoft Visual Studio, Wwise, FMOD, Adobe Photoshop, Adobe Illustrator, Maya, Blender

Languages C#, C++, JS, Java, HLSL, SQL

Web HTML5, CSS3, Vue.js

Version Control GitHub, TortoiseSVN, Perforce

Education

Penn State Erie, The Behrend College

PA, United States

B.S. IN COMPUTER SCIENCE

Sep. 2016 - May. 2018

- Behrend honor program.

Rochester Institute of Technology

NY, United States

B.S. & M.S. IN GAME DESIGN AND DEVELOPMENT

Sep. 2018 - Aug. 2022 (Expected)

- Dean's List: 2020, 2021, 2022.