

Arnold Wu

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EDUCATION

DigiPen Institute of Technology

Expected Graduation - April 2026

B.S. Computer Science and Game Design | Minor in Math

Relevant Coursework

Computer Science: Computer Graphics | AI for Games | Data Science | Low Level Programming
Game Programming/Design: System Design | Technical Design | Level Design
Mathematics: Discrete Mathematics | Linear Algebra | Probabilities and Statistics

EXPERIENCE

Open World Staff

Jun 2025 - Aug 2025

Instructor | Production Staff

- **Taught** interactive workshops on Game Design fundamentals, Unity Engine development, C# programming, and introductory robotics to students of varying skill levels.
- **Guided** students through hands-on game and programming projects using **structured lesson plans**, **real-time support**, and **clear technical instruction**.
- **Collaborated** with production and instructional staff to plan and run daily activities, prepare classroom setups, and perform technical checks to ensure smooth operation.

Hyjak | 3D Hack and Slash

Aug 2024 - April 2025

Gameplay Programmer | Quality Assurance Lead

- **Collaborated** with a 22-member **cross-disciplinary** team including designers, artists, programmers, and an audio producer to develop a hack-and-slash game in **Unreal Engine**.
- **Developed** in-engine tools in Unreal Engine to streamline designer and artist workflows, **enabling faster iteration**, **improved asset integration**, and **reduced manual overhead**.
- **Served** as the **Quality Assurance Lead**, managing **bug tracking pipelines**, verifying fixes, coordinating with feature developer, and ensuring delivery of high-quality **weekly builds**.

Arkham Games | 2D Top-Down Adventure

Sept 2023 - April 2024

Programmer

- **Collaborated** with a cross-disciplinary team of 7 developers, including 3 designers and 4 programmers, to support rapid iteration and system integration.
 - **Implemented** core gameplay systems—including weapons, companions, enemy behavior, and combat logic—using C++ and C#.
 - **Engineered** a custom 2D physics engine with **collision detection** and **resolution**, and integrated it into a fully custom C++ game engine.
 - **Delivered** a custom 2D C++ engine with embedded **.NET runtime support**, enabling **C# scripting** for gameplay systems.
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SKILLS

Languages: C# | C++ | C | Java | Python

Engines: Unity | Unreal Engine

Tools: Git | GitHub | Perforce | Visual Studio | Jupyter Notebook | Aseprite