

Wei-No Wu

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SKILLS

Languages: C, C++, C#, Java, Python (familiar)

Engine: Unreal Engine, Unity

Others: GitHub, Git Bash, Perforce, Visual Studio

EXPERIENCE

Indie Game Developer (Unity, C#)

2018 - Present

Game Programmer | Producer

- Explored many genres of games ranging from mobile to PC games, and developed a number of games using Unity and demonstrated my programming skills using C#.
- Demonstrated advanced programming concepts like object oriented programming, behavior tree, pathfinding algorithm, shader programming.

Arkham Games | 2D Top Down Adventure (C++, C#)

2023 - 2024

Programmer

- Developed a custom 2D physics engine with collisions. Implemented into a custom engine.
- Worked on implementing gameplay logic such as, weapon, companion and enemies in C++.
- Collaborated with 7 other members with 3 designers and 4 programmers.
- Delivered a custom 2D engine and a game using C++ and C#, with .NET framework integrated as a team.

Hyjak | 3D Hack and Slash (Unreal, C++)

Aug 2024 - April 2025 (On Going)

Gameplay Programmer | Quality Assurance Lead

- Collaborating with 21 others, consist of 1 audio producer, 3 designers, 8 artists, and 9 programmers.
 - Developing a hack and slash game using Unreal Engine, engineered tools allowing artists and designers to work within the engine.
 - Responsible as the role of quality assurance lead, overseeing bug tracking, submitting weekly builds, quality assuring management, and functional testing / unit testing.
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EDUCATION

Bachelor's of Science, Computer Science and Game Design

EXPECTED GRADUATION - April 2026

DigiPen Institute of Technology | Minor in Math

AA-DTA

Jan 2019 - June 2021

Shoreline Community College