

Arnold Wu

Gameplay Programmer | Unity & Unreal Engineer

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Skills

Languages: C#, C++, Python, Lua, Verse, Java

Engines & Frameworks: Unity, Unreal Engine, UEFN, Unreal Blueprints, UMG/WBP, Unity Addressables, Roblox Studio

Gameplay Systems: State Machines, Behavior Trees, A* Pathfinding, Procedural Generation, 2D Physics

Tools: Git, GitHub, Perforce, Visual Studio, Jupyter Notebook

Experience

TideTurners | Indie Game Studio | UEFN / Verse

Apr 2026 - Present

Gameplay & UI Programmer

- **Contributed** to an existing UEFN/Verse codebase by **implementing** gameplay and UI features within established project architecture and team workflows.
- **Implemented UMG/WBP**-based UI systems and connected them to gameplay logic through event bindings, widget references, and gameplay-driven state updates.
- **Integrated** class-based gameplay systems into existing spawn, respawn, team-state, and runtime ability flows to ensure **stable match behavior**.
- **Supported** weekly playtests by investigating player-facing issues, **resolving** bugs from playtest notes, and **collaborating** with an engineer through pair programming and live debugging sessions.

Neon Vengeance: Atavysm | Team Game Project | 3D Hack-and-Slash (Unreal)

Aug 2024 - April 2025

Gameplay Programmer | Quality Assurance Lead

- **Collaborated** with a 22-member **cross-disciplinary** team to **develop** a 3D 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 QA Lead by **managing** bug tracking pipelines, **verifying** fixes, **coordinating** with feature developers, and **supporting** stable weekly builds.

Astro Odyssey | Team Game Project | Custom Engine (C++)

Sept 2023 - April 2024

Programmer

- **Engineered** a custom 2D physics engine with **collision detection** and **resolution**, integrating 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.
 - **Implemented** core gameplay systems—including weapons, companions, enemy behavior, and combat logic—using C++ and C#.
 - **Collaborated** with a cross-disciplinary **team of 7** developers to support fast iteration and system integration.
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Education

DigiPen Institute of Technology

Graduated Dec 2025

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

Relevant Coursework:

Computer Graphics, AI for Games, Data Science, Low-Level Programming, System Design, Linear Algebra, Probability & Statistics