

Kevin Wu

San Jose, CA
kwu28@ucsc.edu
www.linkedin.com/in/kwu64
https://github.com/Kwu564
(408) 916-8998

Skills

- **Design:** Systems Thinking, Rapid Prototyping (familiar), Persona, Storyboarding, Wireframing, User Interface Design (familiar), Design Thinking (familiar)
- **Tools:** Autodesk Maya, Adobe Photoshop, Adobe Indesign, Adobe Xd(familiar), Quixel Suite
- **Game Engines:** Unreal 4 Engine, Unity 3D (familiar), Unreal Development kit (Unreal 3 Engine) (familiar)
- **Frameworks:** Phaser.js, Three.js
- **Programming Languages:** C++, C (familiar), WebGL(Three.js)(familiar), Java (familiar)

Education

Bachelor of Science, Computer Science: Game Design
University of California Santa Cruz

Expected Graduation: June 2019

Projects

Hack, Slash, Shooter Game

June 2016 - Present

- A 3D hack, slash, shooter game developed in my spare time using the Unreal 4 game engine.
- Created the user interface using Unreal Motion Graphics (UMG)
- Used Unreal 4's blueprints and C++ to script game systems and mechanics.
- 3D modeled, UV unwrapped, rigged, and animated game assets in Maya.
- Used Maya rigging features such as driven keys, constraints, inverse kinematics, and smooth skinning.
- Textured 3D models in Photoshop and Quixel using PBR workflow.
- Blended different sets of animations seamlessly using Unreal engine's blend space editor and state machines.
- Saved development time through code reuse by using an object oriented approach to the game's systems.
- Set up a ray tracing inverse kinematic leg to allow a character's leg to bend based on a surface's incline.
- Created an instanceable AI player that follows the human player's character using Unreal Engine's nav mesh.

Fishing Game

January 2018 - Present

- A fishing and exploration game being created in Unity3D for a design research class with a group of students.
- Using a variety of design research methods to improve the game's user experience.
- Creating 3D models for the game using Maya and Photoshop, programming game mechanics using C#, and creating the game's UI through Unity3D's UI design tools.

Monumental Pain

April 2017 - June 2017

- A 2D Legend of Zelda inspired browser game created for a game design class using Phaser.js with a group of students.
- Used the Mechanics, Dynamics, and Aesthetics (MDA) approach to designing the game.
- Created character sprites using Photoshop and programmed their animations into the game.

LoopWatch

January 2016 - January 2016

- Cross-platform mobile app through Ionic Framework giving users live tracking details of buses on campus.
- Focused on the front end aspects of the app.
- Hack UCSC 2016 Innovation finalist.