Rayjo Fu Programmer

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Professional Experience

Sr. Software Engineer | Babeltime Inc. | Berkeley, CA | Nov. 2022 - Present

Realm Defense (mobile) – Unity, Lua, C# – Hero tower defense game

- Making improvements to the framework

Software Engineer | Babeltime Inc. | Berkeley, CA | Oct. 2019 - Nov. 2022

Draft Wars (mobile) – Unity, C# – PVP tug of war strategy game

- Released app for soft launch
- Implemented nearly all of the meta UIs including battle pass, card collection, store, etc.

Software Engineer (Client) | SquareTwo, Inc | San Francisco, CA | April. 2018 - Oct. 2019

verydice (mobile) – React Native, Javascript – Roll dice, win tickets, redeem real-life prizes

- Implemented various meta UIs including anonymous login, tutorials, etc.

Boredwalk (mobile) – Unity, C# – Play minigames, win tickets, redeem real-life prizes

- Created high striker, speed runner, and whac-a-mole minigames
- Implemented various meta UIs including daily quests, leaderboards, tutorials, etc.

Unix System Administrator | Synopsys | Mountain View, CA | May 2014 - Nov. 2015

- Maintained and managed internal server monitoring system

School Projects

Gameplay Programmer | Spellcasters VR | Santa Clara, CA | June 2017 - Aug. 2017

Online multiplayer VR battle arena for HTC Vive/Oculus Touch built with C# in Unity

- Integrated Photon Unity Networking for online multiplayer
- Implemented various gameplay mechanics and UI

Gameplay Programmer | Tornado Tower | Santa Clara, CA | Jan. 2017 - June 2017

Third person VR platformer for Oculus Touch built with Blueprints in Unreal

- Implemented the gameplay mechanics and UI

Education

UC Santa Cruz, Santa Clara, CA | M.S. Games and Playable Media | **Sept. 2016 - Sept. 2017**

UC Davis, Davis, CA | B.S. Electrical and Computer Engineering | **Sept. 2007 - June 2011**