Brian Lu

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QA/Programmer

Skills and Technologies

Language/API
- C++
- C#
- Unreal Blueprints
- OpenGL
- SQL

Software
- Unreal Engine 4
- Unity
- SVN/Perforce
- Maya
- Microsoft Office Suite

Skills
- Game development
- 3D Math
- Teamwork
- Attention to detail
- Problem Solving

Experience

Manual QA Tester   September 2021 – Present
Tester Work   *(Freelance)*
- Participated in test cycles and executed test cases following test requirements and specifications.
- Identified various bugs and filled out bug reports.

QA Tester/Gameplay Programmer   September 2019 – December 2020
Escape from Calbur Keep – Unity – C#   *(Team of 3)*
- Implemented a customizable procedural dungeon generator based on Delaunay Triangulation and setup various automated tests to meet the designer's specifications.
- Created enemy loot and drop systems customizable per enemy prefab by combining systems with our AI programmer
- Refined an inherited weapon and projectile system to streamline creation for unique weapons using scriptable objects.
- Developed multiple different unique weapons and weapon types and oversaw playtesting.

QA Tester/Generalist Programmer   September 2018 – April 2019
Sticky Slime – Unreal Engine 4 – Unreal Blueprints, C++   *(Team of 3)*
- Play tested various levels and mechanics figuring out and fixing skips and unintended interactions.
- Constructed a custom 3D soft-body physics material using a rigged skeleton and spring joints to simulate the body of a slime in Maya.
- Built an interactive popup system that allows for on screen messages at different camera angles utilizing Unreal Visual Blueprints.

Certificates

ISTQB Certified Tester Foundation Level (CTFL)

Education

Bachelor of Science in Computer Science in Real-Time Interactive Simulation
DigiPen Institute of Technology