

David Wu

774-404-5420 | Game Designer | zwudavid@gmail.com | www.linkedin.com/in/david-wu-a0b90221a | <https://www.wu-david.com/> | <https://dwu3.itch.io/>

GAME ENGINEER OBJECTIVE

I want to obtain a game engineering or software development position that will help me further build and expand my skills as a game developer & programmer that I have built upon from my studies at Fitchburg State University and UMass Boston and be a part of a talented network of people!

TECHNICAL SKILLS

Proficient in: Unity | Unreal Engine 4 | ZBrush | Adobe Photoshop | Substance Painter | Maya | 3ds Max | GitHub | GitLab | XML | C# | Visual C++ | Visual Studio | Java | Excel | Twine | Android Studios | IntelliJ | PyCharm | Google Colab | Kaggle

WORK EXPERIENCE

FSU Game Studio Capstone

January 2023 - May 2023

- Lead Network Engineer for VR online multiplayer game called Worm Punk published on itch.io
- Scrum everyday, organized with task charts
- Programmed in C# and Unity as game engine
- GitHub for source control management
- Utilized Milanote, Lucidcharts, and burndown sheets for communication and planning

MassDIGI digiStudios

September 2021 - December 2021

- Mentored other game developers on mobile games in the industry
- Programmed in C# and Unity as game engine
- Used DevToDev to analyze retention rate and data analytics
- Plastic SCM for source control management

MassDIGI XP Program

June 2021 - September 2021

- Published a mobile game called Teddy Pop on Play Store and App Store
- Programmed in C# and Unity as game engine
- Learned game development processes and monetization
- Plastic SCM for source control management
- Utilized Ryver and Miro for communication and planning

EDUCATION

Fitchburg State University

Bachelor of Science in Game Design

Minor in Computer Science

UMass Boston

Masters of Science in Computer Science

Graduated In May 2023

Overall GPA: 3.80

Minor GPA: 3.92

Anticipated Graduation Date: December 2024

ACHIEVEMENTS

President's List

Fall 2021

Dean's List

Fall 2019 - May 2023