

BOB WU

Game Designer

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Education

University of Southern California

2020 - 2024

Bachelor of Fine Arts in Game Design; Dean's Scholar; Technical Game Art Minor

Los Angeles, California

Skills Summary

Engines and Tools: Unreal Engine, Unity, C, Perforce, Github, Jira, ClickUp

Editing Softwares: Maya (Modeling, Rigging, Animating), Davinci Resolve, Audacity, Photoshop, Reaper, Wwise

Skills: Combat Design, Level Design, Encounter Design, System Design, Documentation, Prototyping

Experience

Airstrafe Interactive

February 2023 – August 2023

Combat Design Intern

Los Angeles, California

- Collaborated with a team of over 30 on developing a **multiplayer open-world shopkeeping survival** game in **Unity**.
- Designed and implemented combat encounters to execute on creative visions and produce engaging experiences.
- Drafted new enemy types and weapons, created them using Unity's Behavior Designer and existing tools, and implemented them in the open world to enhance the combat experience with unique content.
- Balanced weapons and enemies and organized them into spreadsheets that boosted efficiency across the team.
- Collaborated with engineers to iterate on combat systems based on feedback and playtest observation.
- Created documents for balancing and implementation to synchronize progress and record my work for others to inherit.

Lilith Games

May 2022 – August 2022

Technical Design Intern

Shanghai, China

- Collaborated with a team of 300+ on developing a **mobile narrative puzzle adventure** game in a proprietary engine.
- Created 10+ design documents of features including interactive objects and cutscenes based on narrative scripts to synchronize the creative direction across the team and communicate requirements with engineers effectively.

Projects

Bugnauts!

April 2023 – Present

Lead Designer

- Creating a **3D bullet-hell action** game using **Unreal Engine 5** with a team of over 30 as an AGP project at USC.
- Collaborated closely with the director in forming a creative vision and outlining gameplay systems and level layouts.
- Designed level layouts, blocked out levels in the engine, and collaborated with artists to iterate on the greybox.
- Drafted GDD and other design specs for internal references to ensure a consistent vision across the team.
- Worked closely with designers and engineers to prototype and iterate on gameplay features to solve design problems.

Cervus Blade

April 2022 – July 2023

Combat Designer, Engineer

- Created a **third-person action-adventure** game in **Unreal Engine 4** as a master's thesis project with a team of 7.
- Collaborated with designers in designing, iterating, and executing the combat system on a creative direction.
- Designed and executed behavior trees and animation state machines for 5 enemy types to support the combat system.
- Designed the summon system and integrated it into the combat system to create progression in combat.
- Implemented player animation state machine and adjusted blend time, camera, and VFX to enhance combat experience.
- Prototyped enemy behaviors, mechanics, and player attacks to grasp a clearer vision of design ideas and aid iteration.
- Built tools and features including enemy spawner, interactive objects, save/load system, localization, and a debugger.

Bloompunk

December 2021 – May 2023

Designer

- Worked with a team of 40+ to create a **fast-paced FPS Roguelike** game in **Unity** as an AGP project at USC.
- Designed the enemy hierarchy and their behaviors to maintain a fast pace while keeping the experience balanced.
- Iterated on enemies, spawn points, level layout, and level objectives to create an immersive experience and reduce scope.
- Drafted various documents and spreadsheets to collaborate with engineers, designers, and artists more efficiently.
- Prototyped diverse enemy types and boss mechanics during early production to aid combat design decisions.