

# Preston Fu

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Portfolio Website: <https://www.prestonfu314.com/>

## Objective

Motivated Computer Science student with a strong passion in the game programming industry, placing great value in teamwork and on-time deliverables. Committed to continuous self-improvement: pushing harder when faced with difficulty and aiming higher with each improvement. Seeking internships and opportunities to apply my technical skills, creativity, and collaborative mindset to contribute to innovative game development projects. Adapt readily to new work challenges and industry conditions.

## Education

### Purdue University

Pursuing B.S. in Computer Science

*August 2020 - May 2025 (expected grad.)*

- *Computer Science courses:* Discrete Mathematics, Data Structures and Algorithms, Computer Architecture, Systems Programming, Analysis of Algorithms, Data Mining and Machine Learning, Numerical Methods, Fundamentals of Computer Graphics
- *Mathematics courses:* Multivariate Calculus, Linear Algebra, Statistics

Pursuing B.S. in Game Development and Design

*August 2022 - May 2025 (expected grad.)*

- *Major courses:* Game Development, Game Practicum, Internet Foundations Technology and Development, UX Design, Data Visualization, Game Audio, Computer Animation, Visual Effects

## Projects

### Projects on Unreal Engine 5, Unity, Maya, Blender, and Roblox Studio

- Created multiple projects featured on my [portfolio website](#) where I handled all programming tasks. Some of the most notable ones are:
  - *UE5 - Dungeons and Doors (Expired Jam, Feb 2024 - Jun 2024):* Worked with my student team, Expired Jam, as the programmer to create a strategy card game featuring a unique mechanic for card and player actions. I programmed all features, systems, and animations using Blueprints.
  - *Unity - Razor Cyclone (Expired Jam, Aug 2024 - Present):* Working as the lead programmer to create a novel infinite arena movement shooter where the player must shoot to move. Programmed in C# and version controlled with GitHub.
  - *Roblox - Apes and Arrows (2-person project, Jan 2021 - May 2023):* Co-developed and programmed a multiplayer first-person hero-shooter game featuring multiple weapons, characters, and maps.

### Server project

*Mar 2022 - April 2022*

- Used C++ to program a server to handle http requests. The server, accessible through a browser, can return files to display document contents such as text, gifs and images, and directories.

### Shell project

*Feb 2022 - April 2022*

- Implemented a shell environment using C/C++ and regex. It is capable of all fundamental shell functions such as command execution, piping, command IO redirection, background processes, subshelling, wildcarding, command history, and custom built-in functions.

## Experience

- **Expired Jam:** lead programmer and founder of this student-based team. *Feb 2024 - Present*
- **Five Guys:** crew member *Oct 2023 - Apr 2024*

## Skills

**Programming languages:** C, C++, C#, Lua, Java, Python

**Tools:** Unity, Unreal Engine 5, Visual Studio/Code, GitHub