

# ROCCO WU

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## EDUCATION

University of Southern California, Los Angeles, CA

May 2024

School of Cinematic Arts, Interactive Media & Games | *Bachelor of Arts: Interactive Entertainment*  
*Minor in Video Game Programming*

## SKILLS

Unreal, Unity, UEFN, C#, C++, Verse, Java, Lua  
Level Design (2D & 3D), Maya, Motion Capture  
Design Documentation & Presentation

GitHub, Perforce, AVID Media Composer, VFX  
Adobe Premiere Pro, After Effects, Photoshop, & Illustrator  
Microsoft/Google Suite (Word, PowerPoint, Excel), Jira, ClickUp

## WORK EXPERIENCE

### 100 Thieves | UEFN Game Developer & Designer - R/D

August - November 2023

- **Development in Unreal Editor for *Fortnite 2.0*:** Created an upcoming Tycoon game on the Fortnite platform.
- **Rapid Prototyping & Organized for Delivery Deadlines:** Owned the project's development while taking direction from the director to implement mechanics with Fortnite devices and scripting custom creative device scripts.

### Airstrafe Interactive | Gameplay Designer

Summer of 2022 & 2023

Saleblazers, an online multiplayer survival shopkeeping game in Unity - Shipped

- **Iterated layouts of open-world areas:** Designed and implemented level layout, content, and missions for Kazai Castle with strategically planned player paths, placed enemies and boss types in combat encounters, contributing to a challenging gameplay with different balanced levels of difficulty and unique narrative experience with different POIs.
- **Scripted Engaging Dialogue and Sequences:** Scripted dynamic events using Lua, authored humorous dialogue for Ronin Bouncer in Kazai Castle Bar, & created memorable puzzles using the cosmetics and dialogue system, enriching narrative and player interaction.
- **Enhanced Gameplay Features with Attention to Detail:** Solved design problems, iterated, polished, debugged, and optimized critical gameplay features with Tech Trees for player progression, programmed multiplayer networking functions, & incorporated playtest feedback for fun single-player and online experiences.
- **Created Dynamic Fear System for Characters:** Improved existing NPC systems and player immersion and engagement by implementing Behavior Trees for emergent NPC reactions and scripting custom tools for other developers.
- **Effective Communication and Collaboration:** Wrote & updated design documentation which provided constructive & detailed feedback notes to communicate goals to a team of 30+ members; Worked with the art dept. to set dress new open-world areas and multi-task to complete priorities based on schedule.

## PROJECTS

### Blindsight: War of the Wardens | Director

April 2022-Present

3rd-person action-adventure game combining echolocation & combat on PC - Shipped

- **Combat Design & Implementation:** Designed & balanced freeflow hero combat, counterattacks, finisher systems, and abilities to evoke the player's fantasy of being a martial artist. Conducted research to implement frame data & combat feel and collaborated with animators to integrate 3D motion-captured animations for combat & locomotion.
- **Level Design:** Created sketches, block-mesh, combat encounters, and level flow breakdowns to convey pacing, gameplay moment experiences, and communicated asset requirements. Brought story beats to life and contributed to an immersive worldbuilding experience.
- **Effective Leadership in Shaping Creative Vision:** Ensuring consistency and alignment of gameplay and narrative vision among multiple departments in an international team of 70+ members to meet project goals & objectives.

### The Veiled Ones | Level & AI Designer

First-person horror game about a Muslim scholar rescuing his son from a Jinn Possession

April - September 2023

- **Designed House Level Layout:** Created 2D sketches and greyboxes of the house with constraints based on Islam culture, designed hiding spots & unlockable shortcuts, and crafted narrative elements.
- **Prototyped Scary AI Behavior:** Designed Father Jinn behavior tree for cat & mouse interactions and realistic logic using the AI's senses to seek out and react to player actions in different scenarios.

## ACTIVITIES

Favorite games: *Valorant*, *God of War* (2018), *Grand Theft Auto V*, *Helldivers 2*, *Sons of the Forest*, and *Batman Arkham*

Acting (professionally on Broadway, film & TV), hosted and taught storytelling & games workshops for APCA, varsity fencing