

ROCCO WU

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EDUCATION

University of Southern California, School of Cinematic Arts, Interactive Media & Games - Los Angeles **May 2024**
Bachelor of Arts: Interactive Entertainment

SKILLS

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

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

EXPERIENCE

100 Thieves **Fall 2023**

UEFN Game Developer & Designer

- Work in Unreal Editor for Fortnite to develop upcoming games for Fortnite 2.0.
- Lead rapid prototyping for an upcoming game in-engine and write quality documentation.

Airstrafe Interactive - Saleblazers, an online multiplayer survival shopkeeping game in Unity **Summer of 2022 & 2023**

Gameplay Design Intern

- Designed, implemented, and iterated a Fear System for dynamic character reactions using Behavior Trees and scripting tools.
- Solved problems, optimized, provided & incorporated feedback on multiple important features for PVP and PVE gameplay including Tech Trees for player progression and programmed multiplayer networking functions.
- Planned, placed, and balanced Kazai Castle Combat Encounters and combat mechanics.
- Created dialogue trees, scripted sequences with Lua, and wrote dialogue for Ronin Bouncer in Kazai Castle Bar.
- Collaborated and communicated effectively with a cross-discipline team of over 30 both in-person and remotely, in a fast-paced environment to deliver a high-quality player experience that met product goals.

Blindsight: War of the Wardens— 3rd-person action-adventure game combining echolocation & combat on PC **2022-Present**

Director

- Conceptualized the idea, developed characters, solo developed the prototype to convey the player experience & core game loop, and successfully pitched.
- Strong Leadership: Lead and scope the creative vision of an international multidisciplinary team of over 70.
- Combat Design: Design and balance player combat, counterattacks, finisher systems, and player abilities to maximize player agency. Research and implement frame data. Work with animators to implement 3D animations for combat and locomotion.
- Create 2D sketches, greyboxes, combat encounters, and level flow breakdowns to develop iconic story beats.

Body of Mine- VR Experience about Gender Dysphoria in Unreal -2023 BAFTA Student Award & 2023 G4C Winner **2022**

Technical Designer

- Worked in-engine to dress the set, implement assets, and create animation sequences.
- Collaborated and facilitated communications between filmmakers and game developers.

Test Jar Labs - Ghostie: Battle for the Bones, championless mobile MOBA with fighting mechanics **2022**

Game Designer

- Created a coherent design process from design documentation that streamlined the rest of production.
- Designed several initial character concepts and their mechanics to maximize player engagement and social interaction for multiplayer team synergy. Designed the Scorpion, Squid, Blobfish, Monkey, and Wolf characters.

Skylost -Open-World exploration and crafting game shipped on Steam **2021 - 2022**

Lead Producer & Designer

- Led and collaborated with a cross-discipline team of 30 to meet our milestones and deadlines.
- Designed a unique progress save system and wrote detailed design documents.

ACTIVITIES

- Valorant Ascendant Ranked & Caster. NYU Esports *Valorant & Overwatch* team leader. Twitch Affiliate Streamer
- Favorite games: *Valorant, Fortnite, Apex Legends, Call of Duty Black Ops 3, and Batman Arkham.*