Kevin Lin Ye

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Job Experience:

Cloud Imperium Games - Gameplay Engineer   **2022 - 2025**

- Developing **Star Citizen**, a multiplayer space trading simulation game set in a vast explorable universe.
  - Working with other engineers, designers, producers and QA to create coherent multiplayer online gameplay features and resolve issues using C++ and Star Engine, a custom engine loosely based off of CryEngine.
  - Documented the technical design of new features through a Technical Design Document to develop a feature from the ground up.
  - Directly written and worked with many systems and features including: Cargo, Shops Backend, Inventory, Frontend UI, In-Game Kiosk UI and more.

Legio Vox Studios (Formerly Drop Bear Games) - Technical Game Designer   **2020 - 2021**

- Developing **The End of the Line: New Age**, a mobile Gacha style turn-based RPG.
  - Directly prototyped Character and Enemy movesets written using Unity in C#.
  - Designed Character and Boss Movesets as well as many central gameplay systems such as: Encounters, Level Mechanics, Loot System and Character Progression.

Projects:

Spookelele - Gameplay Engineer and Lead Combat Designer   **2021 - 2022**

- A 3d hack and slash action game that features a unique music notes mechanic combined with switching between two characters.
  - Lead a team of designers and engineers to concept and implement the combat mechanics of the game including: Enemy Movesets, a Magic/Spell System inspired by Jazz and Tutorialization.

Dreamland Confectionary - Technical Designer   **2020 - 2021**

- An exploration and narrative driven game about befriending creatures and baking desserts.
  - Worked with engineers to design and implement the AI system and behaviors utilizing a simple state machine in Unity C#.
  - Written dialog and story arcs for characters for a linear story consisting of 4 different arc each representing a level in the game

Education:

University of Southern California (College GPA - 3.72)   **2018 - 2022**

   Major - Computer Science (Games) (B.S.)

Skills:

Software Experience - Unity, Unreal, CryEngine, Github, Perforce

Programming Languages - C/C++, Java, C#

Other Languages - Chinese (Fluent Speaking/Reading), Spanish (Basic/Conversational)