

Kevin Lin Ye

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Work Experience:

Cloud Imperium Games - Gameplay Engineer

Aug 2022 - Feb 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.
 - Produced technical design documents outlining architecture and implementation for new features.
 - Directly written and worked with many systems and features including: Cargo, Shops Backend, Inventory, Frontend UI, In-Game Kiosk UI and more.
 - Created and expanded developer tools to help designers implement new features, maps and UI

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

May 2020 - Aug 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#.
 - Created Character and Boss Movesets as well as many central gameplay systems such as: Encounters, Level Mechanics, Loot System and Character Progression.
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Projects:

Spokelele - Gameplay Engineer and Lead Combat Designer

Aug 2021 - May 2022

- A 3d hack and slash action game that features a unique music notes mechanic.
 - 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

Aug 2020 - Aug 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#.
 - Implemented and developed levels according to the player emotion goals and creating cutscenes using the unity timeline tool.

NotNights - Solo Developer

Nov 2025 - Current

- An in-progress solo game project remaking the game Nights:Into Dreams, a 2.5D action game, in the Unreal Engine.
 - Using both Unreal C++ and Blueprint to recreate the mechanics and movement of the game.
 - Researched and utilized the Kismet library and Splines to recreate the unique dynamic pathing from the original game.
 - Creating and implementing a new animation blueprint for the player character model.
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Education:

University of Southern California (College GPA - 3.72)
Major - Computer Science (Games) (B.S.)

2018 - 2022

Skills:

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

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

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