

# Sunny Lu

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## EDUCATION

### University of Southern California

Master of Science in Game Design and Development

Los Angeles, USA

Expected May 2027

### Tsinghua University

Bachelor of Science in Computer Science and Technology

Beijing, China

June 2024

Relevant Coursework: Design for Interactive Media, Data Structure and Algorithms, Software Engineering, Service-Oriented Application, Human-Computer Interaction, Object Oriented Programming, Artificial Intelligence

Skills: C++, Git, Perforce, Unity, Unreal, Python, Javascript, React, FL Studio, Audacity, English, Chinese

## PROJECTS

### Unreleased Space PVP Game

Unreal Engineer

- Collaborating with 30+ man team to develop a novel spaceship PVP for USC's AGP using C++ in Unreal
- Gameplay feature implementation including input processing, weapon systems, and networked physics

### Schizophrenia

Unreal Engineer | Game Designer

- Designed and developed a 3D horror interactive experience in Unreal Engine in 3 man team for Experiments in Interactivity Course at USC
- Engineered gameplay mechanics after conducting level design and storywriting

### [The Night After](#)

Game Developer | Audio Engineer

- Design and developed a 3D game using Unity and C# about a polar bear cub finding his missing mother amidst altered-climate in two-man team
- Developed audio systems in Unity, engineered all game sound effects to enhance player experience, and composed the game's [music soundtracks](#)
- Collaborated in level design and model design to enhance visual immersion and physical playability

### [AI Fitness Coach](#)

Full Stack Engineer

- Collaborated and developed multi-modal AI fitness coach which provides research-grounded health recommendations based on user metrics and fitness goals, full mobile app via react native in development

## EXPERIENCE

### Game Design Intern

June 2025 - July 2025

IndieCade

Washington, USA

- Designed and developed a systemic climate systems sandbox game using C# and Unity in six-man team
- Responsibilities include mechanics development, integration, set dress, and audio engineering

### Cofounder, Engineer

June 2024 – March 2025

Legacy XR Studio

Washington, USA

- Spearheaded formation of Meta (Facebook) Accelerator Program funded startup
- Ideated and developed XR cultural learning app using C# and Unity, in [early access](#) on the Meta Quest Store
- Developed fundamental mixed reality hand mechanics and UI/UX leading to *winning* of MIT Reality Hack 2024 Meta Enhanced Learning Track and subsequent startup formation

### Software Engineer Intern

February 2024 – April 2024

Accu-Tech Co., Ltd.

Beijing, China

- Developed error detection system for the categorization of machine errors within the Soft Tissue Pulverizer for minimally invasive surgery using C, TML, and RS-232 protocol
- Estimated 1+ years engineering timeline saved by identifying previously undecipherable malfunctions, enabling continued engineering, revitalizing decade old million-dollar project

## AWARDS/PUBLICATIONS

CSC Scholarship – Full Ride

August 2018

Research Paper [Dialog-GLM](#) – published to KDD

February 2023