

Weijie Ye

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[LinkedIn](#) | [Portfolio](#)

EDUCATION

Rochester Institute of Technology, Rochester, NY

Expected Spring 2027

Combined Accelerated Bachelor's/Master's Degree in Game Design and Development

Relevant Coursework: Data Structures and Algorithms, Game Design, Linear Algebra, Discrete Math, Free and Open-Source Development, Graphics Programming, Production Studio, Technical Communication, AI in Game Environments, Advance Gameplay Programming, Level Design

SKILLS

Technical Skills: C++, C#, Unreal Blueprints, Documentations

Developer Tools: Microsoft Visual Studio, Unity Engine, Unreal Engine, Blender, Git, Perforce

Collaborate Tools: Trello, JIRA, ClickUp, Confluence, Microsoft Office Suite, Google Suite

WORK EXPERIENCE

Game Developer Intern: Blueprint, Unreal Engine

May 2024 – Aug 2024

RIT - School of Interactive Games and Media

- Created detailed and engaging game levels that enhanced player experience and contributed to the overall narrative and gameplay with the blueprint.
- Collaborated with teams using Perforce and ClickUp under Agile methodology, ensuring level integration within the overarching game design.
- Authored documentation to help future developers understand and maintain the existing codebase.

PROJECTS

Cell Blockade: Unity, C#

Jan 2025 - Present

- Led a cross-functional team of 5 as both programmer and project manager to create a rogue-lite game using Trello's agile methodology.
- Implement an **external editor tool** to allow designers to create and edit buffs without touching code.
- Engineered **modular and maintainable code structures** of enemy AI, buffs, and custom variable architecture, enabling efficient iteration of features.
- Create **VFX** of the tower player and the game environment to create an immersive experience.

Secret of the Swan: Unreal, C++

Nov 2024 - Dec 2024

- Collaborated with a team of 10 during a 30-day game jam, contributing as a programmer using Unreal Engine C++.
- Programmed core features, including **Niagara particle effects**, settings menu, **narrative system**, puzzles, and tools players can use during gameplay.
- Created **C++ functions and variables exposed to Blueprints for designers**, enabling seamless integration and customization within Unreal Engine, and authored documentation to guide their use.

No Right, Only Repair: Unity, C#

Aug 2024

- Collaborated with a team of 5 to create a game within 4 days under agile methodology with Trello.
- Designed and implemented the game's UI and Scene Management, including GUI, player perks, power upgrade interfaces, and shop page with **Unity UI** and **Scriptable Objects**.
- Managed game events such as enemy waves and game rule changes using **C# event handlers and delegates**.

CERTIFICATIONS AND CLUBS

Unity Certified Professional: Programmer

May 2024

Riot Gaming Club

Member since Jan 2024

RIT Game Developer Club

Member since Sep 2023