

Rachel Gu

Game Programmer

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Skills

- Experienced in prototyping to shipping games for PC and VR platforms, and location based installments.
- Skilled in cross-discipline collaboration, communication, and support.
- Game Engines: Unreal Engine 4 and 5, Unity
- Programming Languages: C#, C++
- Other Software: Visual Studio, Rider, Jira, Trello

Work Experience

Brass Lion Entertainment - Gameplay Programmer

2024 - 2025, Remote

Wu-Tang: Rise of the Deceiver

January 2024 - September 2025

Gameplay Programmer | Unreal Engine 5 | PC

- Implemented multiplayer combat systems using GAS (Gameplay Ability System) with a data-driven architecture for combat designers and artists from input to animation to hit resolution systems.
- Collaborated with designers to develop bespoke mechanics based off of the Wu-Tang Clan members.

Schell Games - Advanced Engineer

2018 - 2023, Pittsburgh PA and Remote

New IP RnD

April 2023 - August 2023

Engineering Director | Unity | Oculus Quest 2

- Led a multidisciplinary team of 5 in-engine designers and engineers to prototype multiplayer VR physics-based combat, crafting, and dialogue systems.
- Built confidence on new IP ideas by presenting demos to executive leadership.

Silent Slayer: Vault of the Vampire

March 2022 - April 2023

Game Engineer | Unreal Engine 4 | Oculus Quest 2, PCVR

- Created a pipeline to dynamically generate 3D sigils as segmented triangular prism meshes featuring a graph data structure for connectivity and custom point and segment collision detection.
- Implemented encounter architecture and puzzle interactions with real world design affordances.

Lost Recipes

March 2021 - November 2021

Game Engineer | Unreal 4 | Oculus Quest, Oculus Quest 2

- Implemented complex and robust simulations of cooking mechanics including mesh cutting, osmosis and marination, vertex-based cooking, and plate stacking.
- Supported designers growing technical skills with Unreal blueprints.

NDA Location Based Attraction

June 2019 - May 2020

Game Engineer | Unreal 4 | Location Based Entertainment

- Worked with a client to create a 50-player interactive experience featuring licensed IP.
- Prototyped feasible and fun minigames with a multidisciplinary team on custom hardware.
- Supported and maintained local mockup tech to run playtests and installed experience at client mockup.

Mission: It's Complicated

October 2018 - February 2019

Game Engineer | Unity | PC, Mac

- Adapted a proprietary messaging system into a chatroom-style visual novel featuring a queer and inclusive cast of characters and diverse relationships.

Education

Carnegie Mellon University - B.S. in Computer Science and Human Computer Interaction, Minor in Game Design

2014 - 2018, Pittsburgh PA