Betty Qin

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Education

M.S. Computer Science
DePaul University
December 2024

B.S. Animal Science
University of Illinois Urbana-Champaign
December 2018

Skills

Programming Languages

- C++
- C#
- Python
- HLSL

Engines

- Unreal Engine 5
- Unity

Libraries & Frameworks

- Gameplay Ability System (GAS)
- State Trees
- Mirror
- Netcode for GameObjects
- DirectX 11
- FMOD
- DOTween

Development Tools

- Git
- Perforce
- Visual Studio
- Rider

Spoken Languages

- English (Professional)
- Mandarin Chinese (Native)

Certifications

- AWS Certified Cloud Practitioner

Summary

Game Programmer with 4 years of experience across freelance projects, team leadership, and independently published Steam titles. Experienced in building gameplay systems, UI, and designer tools in Unity and Unreal Engine using C#, C++, and Blueprints. Seeking full-time, contract, or freelance game programming opportunities; open to relocation and authorized to work in the U.S. without sponsorship.

Work Experience

Freelance Game Programmer — Aug 2023-Present

Unity · C# · Unreal Engine 5 · Blueprints · C++

Client work spans complete games, prototypes, gameplay features, designer tools, and debugging existing projects in Unity and Unreal Engine.

Selected projects

Escape the Burnout - Unreal Engine 5

A three-lane driving and item-matching game built primarily in Blueprints, with minimal C++ supporting designer workflows.

- Built animated menus and 3D UI, using gameplay messages to trigger pickup feedback and inventory-slot animations.
- Developed a seven-slot inventory with frequency-based sorting and three-item matching, triggering data-configured effects through the Gameplay Ability System.

Untitled Poker Game - Unity

A card puzzle game featuring poker-hand scoring on a 5×5 board and competitive LAN multiplayer.

- Implemented Mirror LAN multiplayer with room discovery, lobbies, and state synchronization, enforcing move validation and scoring on the server.
- Built JSON-configured puzzles defining starting cards, deck order, turn limits, and objectives for client editing without gameplay code changes.
- Coordinated card movement, highlights, and scoring animations using DOTween and coroutines.

Argosoft - Lead Programmer — Apr 2025-Dec 2025

Unreal Engine 5 · C++ · Blueprints

Developed gameplay foundations for a 3D puzzle-adventure game.

- Built a reusable C++ interaction framework with shared interaction commands, overlap callbacks, and prompt data exposed to designers through Blueprints.
- Implemented environmental puzzle mechanics with overlap-driven activation and configurable object movement.
- Developed character movement and animation systems for locomotion, jumping, and gliding, connecting movement data to Blueprint animation logic.
- Established repository setup, branching, code review, and bug-tracking workflows while coordinating implementation across programming, design, and art.

Escape Room Game Series - Solo Developer — Jan 2021-Mar 2022

Unity · C# · Netcode for GameObjects

Developed and published three cooperative escape room games on Steam, with over 5,000 downloads across the series.

- Synchronized object interactions and puzzle progress for up to four players using Netcode for GameObjects.
- Integrated Unity multiplayer services for lobby creation, joining, and private sessions.
- Built solution checking for light-ray, code-entry, object-placement, and color-matching puzzles, linking completion to door access and environmental changes.
- Implemented object pickup, movement, and placement controls, alongside keypad and switch inputs.