Lawrence **Yip**

GAME DEVELOPER ◇ WWW.LAWRENCEYIP.COM

◇ (917)-682-7463 | ◇ lawrenceyip1@gmail.com | ◇ linkedin.com/in/lawrence-yip

Work Experience

Buffalo Buffalo   *Remote*
LEAD UNREAL DEVELOPER   Jun. 2024 - Nov. 2024
- Led a small team to develop an arcade-style, monster city destruction game for Meta Quest early access.
- Managed project timelines, sprint planning, and task assignments to ensure timely milestone delivery for client review.
- Expanded the legacy C++ codebase and developed core gameplay systems, including locomotion, UI, and enemy AI.
- Profiled and optimized game to meet strict Meta store VRC performance guidelines.

UNITY DEVELOPER   Apr. 2022 - Apr. 2023
- Developed stylized shaders and visual effects while ensuring optimal performance for a rhythm roguelite skiing game.
- Created custom tools and dynamic, audio-driven visual systems that react to music tempo and player pacing.
- Designed and implemented an endless runner system and procedural level generator.
- Built modular gameflow data structures and a custom editor tools for level design.

Studio Rx   *New York City, NY*
XR DEVELOPER   Nov. 2022 - May 2024
- Created VR, AR, and flat-screen experiences for pharmaceutical clients to enhance engagement at medical conferences.
- Developed VR gameplay systems to simulate disease symptoms to foster empathy on patient journeys.
- Created adjustable shaders and effects to educate and visualize ranges of disease severity and treatment efficacy.
- Built analytic systems to track and analyze conference booth engagement, supporting client advertising and ROI analysis.

XR Immersive Tech   *Vancouver, BC*
UNITY DEVELOPER   Jan. 2022 - Jun. 2022
- Developed systems and effects for a location-based, multiplayer sci-fi VR shooter designed for amusement parks.
- Integrated custom VR IK systems and dynamic hand snapping interactions using Leap Motion hand tracking.
- Created a VR toolset for precise alignment of digital environments to real-world fabricated playspaces.
- Optimized graphics and streamlined the art pipeline for HTC Vive and SteamVR.

UNCSA Media + Emerging Technology Lab   *Winston-Salem, NC*
LEAD UNREAL DEVELOPER   May 2021 - Dec. 2021
- Led development on a cyberpunk mobile VR narrative experience, *Black Ice*, released on the Pico Store and featured internationally in 2022 at Busan International Film Festival, Sandbox Immersive Festival, B3 Biennale, and Siggraph.
- Programmed core systems, designing a modular architecture for rapid iteration of storytelling elements.
- Created optimized, stylized cel shaders and custom dynamic lighting for mobile VR.
- Developed visual effects for scene transitions, interactions, and environmental ambiance.

UBC Faculty of Medicine   *Vancouver, BC*
UNITY DEVELOPER   Aug. 2019 - Jun. 2020
- Developed a PC and mobile VR cardiovascular case study for second year med students incorporated into the course.
- Integrated volumetric video, voice recognition, and diegetic VR gameplay systems to teach clinical processes.
- Designed and implemented an interactive tutorial system and analytics-based scoring mechanism.
- Conducted usability testing with medical students, faculty, and doctors.

Skills

Software Unity, Unreal, Maya, Photoshop, Perforce, Git, Plastic, Jira
Programming C#, C++, Blueprints, Shadergraph, Java

Education

Vancouver Film School   *Vancouver, BC*
VR/AR DESIGN AND DEVELOPMENT   Apr. 2019 - Dec. 2019

Stony Brook University   *Stony Brook, NY*
BACHELOR OF SCIENCE: INFORMATION SYSTEMS   Aug. 2014 - May 2018