

Junfei (Forest) Wu

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EDUCATION

University of Southern California

Expected Graduation: **May 2029**

Major: Interactive Media and Game Development

Minor: Technical Game Art

SKILLS

Languages: C#, C++, Python

Software: Unity, Unreal Engine 5, Visual Studio, Procreate, Adobe Premiere Pro, DaVinci Resolve

Skills: Combat Design, Level Design, Programming, Fast Prototyping, Testing, Collaboration

PROJECTS

Soft Things Hit Hard *UE5, Online Multiplayer, Party Battle Royale*

Aug 2026 - Present

Combat Designer

- Designed the overall combat experience and a core weapon-building system.
- Designed a **Weapon-Classification Algorithm** that identifies the archetype of any player-created weapon, in order to assign distinct combat behaviors, **forming the foundation of the game's entire combat experience**.
- Collaborate with the engineering team to implement weapon-building and combat systems.

3D Boss Fight Demo *UE5, Combat Demo*

March 2026 (14 days)

Personal Project

Watch Demo here: <https://www.youtube.com/watch?v=nbPL-sGD8Wo>

- Independently **learned UE5 from scratch and completed a fully functional boss fight demo in 2 weeks**.
- Designed the player character's combo system and movement mechanics.
- Designed boss behavior logic and implemented it using Unreal Engine Behavior Trees.
- Edited animation clips and used Animation Montages to implement combo attacks and input buffering.

Vere *Unity, 48-Hour Game Jam Project*

Feb 18-20, 2026

Lead Level Designer

- Designed a game based on the theme "merge" where the UI layer of the game blends with the game world.
- Merging the UI layer with the game world, I led the overall level design of a puzzle platformer game.

Boxy Boxer *Unity, Boxing Game, Enemy AI*

Feb - March 2026

Personal Project

- Created a single-player boxing game, **play online without downloading here:** <https://forestw.itch.io/boxy-boxer>
- Designed, implemented, and iterated a state-machine-driven smart enemy AI.
- Created satisfying combat feedback within the visual constraint of a box-shaped player character.