

Chunlok Lo

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Education

University of Alberta

Master of Science in Computer Science

Thesis: Goal-Space Planning with Subgoal Models | Advisor: Martha White

Sep 2020 - Oct 2022

Georgia Institute of Technology

Bachelor of Science in Computer Science | Minor in Industrial Design

Aug 2016 - May 2020

GPA: 4.0

Experience

Riot Games, Software Engineer (VALORANT)

Jan 2021 - Present

- Working on unannounced AI-related gameplay features

Riot Games, Software Engineer Intern (VALORANT)

May 2021 - Aug 2021

- Extended the crosshair customization system and added the ability to save and switch between multiple crosshair profiles (C++ and Blueprints in Unreal Engine 4)
- Collaborated with UX and game designers to improve the usability of the new crosshair settings menu

Riot Games, Software Engineer Intern (Project L)

Jun 2020 - Aug 2020

- Designed and built a web tool to improve designer and animator workflows when analyzing and modifying character attacks for an unannounced fighting game (React + Golang)
- Led discussions with 6 designers and animators to discover workflow pain points and gather feedback

Facebook, Software Engineer Intern (Portal Companion App)

Sep 2019 - Nov 2019

- Enabled users to add photos to Portal albums from any apps on iOS and Android through a share extension
- Added support for iOS share extensions in the open source React Native library
- Partnered with the Portal team to prototype Notes functionality for the Portal Companion App

Game Projects | Portfolio: github.com/chunloklo/game-dev-projects

Untitled Fighting Game, Developer/Designer/Artist (Unity)

- An experimental fighting game with rollback networking

Tower of Tears, Design and Engineering Lead (Unity)

- A third person puzzle adventure game about rotating platforms around a central tower as you ascend

Kronos Island, Design and Engineering Lead (Unity)

- A time-slowing FPS built in a team of two in 48 hours for HackGT 2017

Skills

Programming Languages

C++, C#, Python, Java, TypeScript, Go, Objective C

Applications

Unreal Engine 4, Unity, Perforce, Jenkins, Git, SQL, Docker