

# Fu-Lin Peng

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*Flexible, ambitious, and creative WPI undergraduate pursuing a double major in CS and IMGD. Strong communicator and fast learner who is very comfortable with both collaborating in a team as well as working independently. Firm background in STEAM.*

## Education

### BS in Computer Science, BA in Interactive Media & Game Development

Worcester Polytechnic Institute, Worcester, MA

**Class of 2028**

**GPA: 3.64**

**Relevant Coursework:** Software Engineering, Object Oriented Design, Systems Programming Concepts, Operating Systems, Discrete Mathematics, Computer Networks, Graphic Design, Concept Art & Creative Illustration

**Achievements:** Charles O. Thompson Scholar, Dean's List

### High School Diploma / Technical Theatre Training

Union County Academy for Performing Arts, Scotch Plains, NJ

**Class of 2024**

**QPA: 96.7**

Kean University, Union, NJ

Dual Enrollment 2023 - 2024

## Skills

**Programming:** Python, Javascript, Java, C, C++, C#, Racket, HTML/CSS, LaTeX

**Tools:** VSCode, IntelliJ, GitHub, Overleaf, Unity, Ubuntu, Flask

**Digital Art & Design:** Adobe Creative Suite, Figma, Blender, Onshape, Canva, ZBrush, Autodesk Suite, Live2D

**Audio & Video Production:** OBS Studio, QLab, DaVinci Resolve, Audacity, Reaper, VCV Rack, LMMS, ETC Eos Family

**Languages:** English, Conversational mandarin

## Experience

### Theatre Technician / Production Intern

**September 2023 - May 2024**

*Union County Academy for Performing Arts*

- Assisted in the setup and operation of stage equipment
- Designed and painted props using a variety of tools and techniques to support the creative vision of the production
- Collaborated with production staff to meet creative and technical needs
- Gained hands-on professional experience with industry-standard tools and safety protocols

### Freelance Illustrator

**2023 - Present**

- Communicated closely and negotiated prices with client to design and illustrate card art for a prototype tabletop game while under tight deadlines
- Created multiple pieces with varied art styles based on clients' needs, ensuring quality and satisfaction

## Projects

### Project Auburn

**October 2024 - December 2024**

*IMGD 1001 - The Game Development Process*

- Collaborated with a small team to recreate, mod, and add features to Google's Dinosaur Game using Unity and C#.
- Designed custom sound effects and illustrated custom sprites in addition to programming features

### Combat Robot

**August 2024 - September 2024**

*WPI Robotics Club*

- Collaborated with a small team to create a combat robot for the Combat Robotics A-Term Plastic Antweight competition
- Designed the structure of a full body spinner robot using CAD
- Assembled electronics inside of the robot

### Light Knight

**July 2023**

*Personal project*

- Designed and programmed a 2D minigame within a week using Javascript and the p5.js library for the Girls Who Code Summer Game Jam
- Illustrated custom assets

## Additional Experience

**Student Music Association** Secretary/Public Relations Coordinator

**March 2025 - Present**

**Art & Design Club** Treasurer + Vice President

**December 2025 - Present**

**Office Clerk/Front Desk Receptionist**

**June 2025 - August 2025**

*Affinity Care of NJ*