

Edmund Cheung

+1 (626) 600-6201
echeung1008@gmail.com
Walnut, CA, USA
[linkedin.com/in/edmund-cheung-178b55300/](https://www.linkedin.com/in/edmund-cheung-178b55300/)
edmundcheung.me/

Professional Summary

Gameplay Engineer using Unity and Godot in C#. New graduate (B.S. CS, May 2026) and M.S. student in USC Game Dev. Shipped Compactory, a local co-op factory game on Steam with 4,000+ licenses granted and a Positive rating (83% of 37 reviews, free to play). Currently a gameplay engineer intern at Unexpected Accessories on Addie Shen, focused on split-screen co-op, UI, and playtest debugging.

Education

California State Polytechnic University, Pomona **August 2022 - May 2026**
GPA: 4.0
Bachelor of Science in Computer Science

University of Southern California **August 2026 - Present**
GPA: 4.0
Master of Science in Computer Science (Game Development)

Experience

Gameplay Engineer *Internship*
Unexpected Accessories *Jan. 2026 - Present*

- Split-screen co-op in Godot C#: debug gameplay systems, profile playtest builds, and keep two players stable on one screen.
- Trace playtest bugs across gameplay, UI, and player control; ship fixes with designers and engineers.
- Add gameplay logic, UI interactions, and player control inside the existing Godot architecture.

Junior Gameplay Engineer *Internship*
Unexpected Accessories *July 2025 - Dec. 2025*

- Split-screen co-op tools and gameplay systems for prototyping and testing missions in Godot.
- Diagnose playtest bugs across systems and ship fixes to gameplay and UI.
- Gameplay logic and interactive systems in Godot C#, with studio leadership.

Projects

Compactory
Solo Developer · Unity (C#) · Free on Steam · 2024

- Shipped a local co-op factory game: belts, crafters, and quotas on one shared floor. 4,000+ Steam licenses granted; Positive (83% of 37 reviews).
- Local co-op up to 4 players, remappable input, and modular placeable machines so content can grow without rewriting the loop.
- Steamworks.NET for Cloud save, stats, and listing integration. Post-launch patches from player feedback.
- 3D set in Blender.

Arctric Slopes
Solo Developer · Unity (C#) · itch.io · 2 weeks, Sep 2025

- Physics runner: movement, tricks, and airtime on generated slopes.
- Slopes come from BMG Tools Dynamic Path: nodes remesh into a rideable mesh.

BMG Tools
Unity 6 Package

- Production systems used in Compactory and Arctric Slopes: procedural paths, settings, Input System rebinding, menus, and state machines.

Technical Skills

Languages: C#
Game Engines: Unity, Godot
Tools: Git, Steamworks.NET, Blender
Core Skills: Gameplay Systems, Debugging, Profiling, Multiplayer, UI Systems