

# Yuechen (Benny) Bai

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## Education

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### Purdue University – West Lafayette

Bachelor of Science – Game Development

Overall GPA: 3.69  
Sep. 2022 – May 2026

Related courses: Geometric Modeling, User Experience Design, Visual Effects

## Work Experience

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### Beijing Smartspace Technologies Inc.

General Intern

Jun. 2021 – Jul. 2021

- Logged hardware inventory and updated records
- Performed quality inspection on returned products
- Updated and reconfigured software on returned devices

### Air Crash Investigation (Official Simplified Chinese Translation)

VFX and Translator

Feb. 2024 - Present

- Added visual effects to selected scenes
- Created specialized subtitles for key segments
- Translated documentary content into Simplified Chinese

## Past Projects

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### Paraclysm – Voidframe Studio

Producer, Lead Programmer, Lead Scripter, System Designer

Dec. 2025 – May. 2026

- Designed and implemented core systems, including a modular ability system
- Coordinated and monitored overall team progress
- Reviewed team members' work and code

### Colosseum – (Student-led video game project)

Unreal Engine Programmer & Scripter

Feb. 2023 – May. 2023

- Implemented user interface functionality
- Implemented enemy AI behaviors
- Reviewed project gameplay scripts

## Skills

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### Programming Languages

Java	Intermediate
C++	Beginner
Python	Beginner

### Software

Unreal Engine 5	Intermediate
Maya	Intermediate
Blender	Intermediate
Adobe Premiere	Intermediate
Houdini	Beginner