John Lee

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Career Objective

Seeking a position as an experienced game programmer

Education

Graduated January 2019 — ***Bachelor of Science, Computer Science*** **3.26 GPA**

California State University, Fullerton

Related Courses

- Programming Concepts in C++
- Data Structures in C++
- Algorithm Engineering
- Software Engineering
- Principles of Computer Graphics
- Game Programming
- Intro to Game Design
- Artificial Intelligence
- Databases
- Ethics in Computing
- Software Development w/ Open Source Systems
- Data Mining
- Computer System Architecture
- Computer Org & Assembly Language
- Compilers and Languages
- Web Front end Engineering

SKILLS

Unity Game Engine: Strong interface understanding; Editor Scripting; Graphical performance optimizations; Cross platform gameplay scripting; In app purchase scripting; Advertisement scripting; Basic understanding of graphical systems; Custom shader scripting; Shader Graph (Unity Built in as well as basic Shader script); UI/UX (2D as well as custom 3D UI scripts); Animation (Animator Mechanim graph & Imported animations);

Programming Languages: C# (7 years); C++ (4 years); GLSL (<1 Year);

Development Tools: Visual Studio; Sublime Text; Android Studio; XCode; Linux; Terminal; Github;

Professional Experience

Zemnaco [Discontinued] Seoul, Korea (Summer 2017 - Winter 2019)

“Endcity Z” — *Student Intern*

Game Description

SHIPPED TITLE
On IOS App store

(Apr 2018 - Feb 2019)

Side Scrolling, 2.5D Tower Defense similar to Plants vs Zombies

Project Demo

- Assisted programming by learning and understanding all the existing scripts for the project.
- Learned about development process and communication between artists as well as programmers
- Assisted with custom scripts for various UI interactions for imported 3D models. Included Buttons, scrolling lists, upgrade windows, dragging UI systems.
- Assisted in upgrade and leveling systems with stat modification for various skills and equipment.
- Implemented timer and life usage to restrict play sessions restore lives when real time passes.
- Assisted in significant debugging and troubleshooting.
- Participated in brainstorming sessions and provided suggestions and ideas for various gameplay elements.
- Participated in rigorous playtesting and bug hunting.

Zemple Games [Discontinued] Irvine, CA (July 2019 - June 2021)

“Blast Racer” — *General Programmer*

Game Description

Infinite Runner mixed with block matching and Procedural Generation

Project Demo

- Implemented Procedurally generating terrain with areas/biomes that start to change as total distance increases.
- Implemented terrain behaviors such as water, lava, quicksand, unstable floor tiles, and various others.
- Participated in Game Design, and Brainstorming for various enemies, levels, and gameplay systems.
- Scripted over 40 different Characters, enemies, and tiles, each with unique behaviors and abilities.
- Scripted UI/UX to implement the main menu functionalities.
- Implemented In-App Purchase products with product fetching and purchasing from the client and server using Unity’s purchasing module.
- Implemented area design editors to allow customization of procedural generation.
- Implemented Advertisement Serving using Mediation. Managed setup pages for all ad sources.
- Significant debugging and troubleshooting for various area, character, and enemy bugs, as well as performance optimizations for the device.

“Ninja Blast” — *General Programmer*

Game Description

3D ninja puzzle game in the style of classic Toon blast

Project Demo

- Created and managed recursive matching for puzzle systems.
- Participated in Game Design, and Brainstorming for various enemies and gameplay systems.
- Scripted over 30 different enemies and obstacles.
- Implemented Non-Programmer friendly Level Designer using Unity's UI systems and custom scripting for artists to design the various levels and set up the grid and enemies.
- Designed and tested over 300 out of total 500 levels using the level designer.
- UI/UX scripting for 3d scrolling maps, as well as level selection menus.
- Implemented IAP bundles to allow grouping of rewards such as coins, infinite lives durations, skill packs, and various others.
- Implemented timer to restrict plays through lives for failing, as well as timers for free bonuses to be awarded at certain real time intervals.
- Scripted unique boss sequences and behaviors that changes based on the condition.
- Implemented Recursive target selection to check for matches.
- Performed various optimizations to the shader, scripts, and graphical settings to increase performance on the device.

“Virus Hunter” — *General Programmer*

Game Description

An original Tower defense Spin off defending cells from viruses

Project Demo

- Participated in Game Design, and Brainstorming for various enemies, levels, and gameplay systems.
- Implemented various balancing systems for non programmers to use.
- Implemented Grid Generation Editor to create a custom cell grid of various sizes.
- Implemented scrolling UI that moves smoothly from section to section by selecting each menu type.
- Implemented various proteins with unique abilities, such as AOE damage, healing proteins, and chaining proteins that deal damage to multiple targets in sequence.
- Implemented various enemy behaviors, such as enemy projectiles with scripted travel behaviors and pathfinding to display semi randomized movement patterns.
- Scripted several bosses with unique behaviors, such as target pathfinding viruses, others that shoot projectiles to disable

proteins, and ones that continually morph to become immune to damage based on type.
- Addressed and troubleshooted various script, and device specific bugs.
- Implemented numerous types of rewarded missions that cycle every day.

AWARDS

- Presidents Gold Volunteer Service Award
- Deans list 4 Semesters
- Honors Award for Graphic Design
- Adobe Associate Certification for Photoshop CS6
- Appjam Summer Mentorship Program