

# Eisaku Imura

Programmer

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## Skills

### Languages

C/C++

Java

Javascript

Python

HTML/CSS

### Software/Engine

Unreal Engine 4

Git

Perforce

Visual Studio

Microsoft Office (Word, Excel)

Google Docs/Sheets/Slides

### Other

Fluent Japanese

## Education

### Bachelor of Science in

### Computer Science: Game Design

September 2014 - June 2018

University of California, Santa Cruz

Santa Cruz, CA

## Experience

### Naughty Dog

November 2018 - Present

*Japanese Localization/QA/Dev Support (Contract through Yoh Services)*

Responsible for maintaining quality and accurate translations from English to Japanese without losing the original intended nuance in text and audio throughout the entire game.

Leader of the Ad-hoc and Systems team which involves managing and doing long playthroughs of the game with a team to test for global issues while coordinating with other team leads and level leads to help test extreme edges cases.

Ensure every level is ready to be playtested frequently by directly adding and readjusting nav-mesh to levels, visibility regions, and scavengable items in the game as needed.

### Gain Productions

July 2019 - Present

*Lead Gameplay Programmer*

Working on an unannounced VR experience in Unreal Engine 4 with a small team of industry professionals.

Created and currently managing the Perforce server for the team in order to increase efficiency, decrease the time it takes to upload new changes to the project, and prevent file corruption when merging new changes to the main branch.

Implementing anything in the project that requires C++ and or blueprints. These tasks include player movement, player mechanics, animations, and vehicle movement.

## Projects

### Shroommates

September 2017 - October 2018

*Gameplay Programmer/Level Designer/Lead QA Tester*

Worked with a large team of programmers, game designers, sound designers, and artists to make a 3D adventure platformer game on Unreal Engine 4 using Git as source control.

Programming responsibilities ranged over different tasks such as implementing the upgrade system, in-game store, interactable items, environmental hazards, player locomotion, and player mechanics using a combination of C++ and blueprints.

Managed all bugs identified by my team or myself and documented them in an organized spreadsheet. Reported all critical issues to respective team members in meetings, in person, or through messaging apps to get those issues resolved in a timely manner.