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
Interest in history

Education

September 2014 - June 2018
Bachelor of Science in Computer Science: Game Design
University of California, Santa Cruz
Santa Cruz, CA

Experience

November 2018 - Present
Naughty Dog *Japanese Localization/QA/Dev Support (Contract through YohServices)*

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

Projects

September 2017 - October 2018
Shroommates *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

April 2017 - September 2017
Sengoku Rhythm *Gameplay Programmer/Game Designer*

Pitched a game design document and collaborated with an artist to develop a game that utilizes handmade alternative controllers using Arduino

Programmed all the game mechanics using Processing and C++ along with hooking up the Arduino microcontroller to a breadboard and attaching sensors to create make-shift drums to emulate taiko drums that are used in the game