# Eisaku Imura

**Programmer**

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## Skills

### Programming

- C, C++
- Basic Python
- Basic Java, Javascript
- Basic HTML, CSS

### Engines/Software

- Unreal Engine 4
- GameMaker: Studio
- Arduino
- Microsoft Office/Google Docs
- Visual Studio
- Git
- Perforce

### Other

- Bilingual in Japanese and English
- Basic Chinese (Mandarin)
- Strong interest in history

## Education

**University of California, Santa Cruz** | Santa Cruz, CA
- Bachelor of Science in Computer Science: Game Design (June 2018)

## Experience

**Elephant Tour** (June 2014 – September 2014)                                   **Summer Intern**

- Booked/organized customer's trips and answered questions in both Japanese and English at an international office environment
- Translated/created many technical documents and manuals from Japanese to English and vice versa so customers can understand the instructions more thoroughly.

## Projects

- **Shroommates** (September 2017 – Present)        **Lead QA Tester/Game Programmer/Lead Level Designer**
  - Worked with a large team of programmers, game designers, sound designers, and artists on Unreal Engine 4.
  - Programming responsibilities ranged over different tasks such as implementing the upgrade system, in-game store, interactable items, environmental hazards, and character movement/mechanics using C++ and blueprints.
  - Managed all bugs or flaws identified by my team or myself and documented them. Reported all issues to respective team members responsible for them in person, meetings, and or through team chat applications such as Discord.
  - Worked closely with game designers and artists to create a map that fit the core game mechanics while collaborating with artists to ensure their assets fit the overall vision and layout.
- **Sengoku Rhythm** (April 2017 – September 2017)                 **Game Designer/Programmer**
  - Pitched and collaborated with an artist to develop the game with handmade alternative controllers using Arduino.
  - Organized deadlines on Google Docs so that all features can be implemented without causing delays to each other.
  - Programmed all necessary game mechanics using Processing and C++ along with making the hardware work with the software.
- **Talchul** (April 2016 – September 2016)                          **Game Designer/Programmer**
  - Pitched game idea to team and designed the mechanics of a browser-based game.
  - Organized weekly team meetings to discuss design choices such as a negative feedback loop.
  - Programmed all the UI and character movement in the game using Javascript