

# Eisaku Imura

Los Angeles, CA

310-857-8822

Game and Level Designer

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## Skills

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### Programming

- C, C++, C#
- Java, Javascript
- HTML, CSS, XML
- UnrealScript
- Assembly

### Engines/Software

- Unreal 4
- Unity
- GameMaker: Studio
- Adobe Photoshop
- Blender
- Arduino
- Microsoft Office/Google Docs
- Source Filmmaker

### Other

- Bilingual in Japanese and English
- Basic Chinese (Mandarin)
- Strong interest in history
- 11 years of oil painting

## Education

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University of California, Santa Cruz | Santa Cruz, CA

- Bachelor of Science in Computer Science: Game Design (Expected graduation: June 2018)

## Experience

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Elephant Tours (June 2014 – September 2014)

Summer Intern

- Booked/organized customer's trips and answered any questions in both Japanese and English.
- Translated and created many documents and manuals from Japanese to English and vice versa so customers can clearly understand the text more thoroughly.

American Red Cross (September 2009 – June 2014)

Volunteer/ Inter-Club Council representative/ Treasurer

- Was responsible for communication with all members of the community as the Inter-Club Council representative.
- Raised thousands of dollars for various natural disasters across the globe and maintained accurate financial records as the Treasurer of the Santa Monica Red Cross Youth Executive Board.

### Independent Projects

Game Designer/Programmer

- **Sengoku Rhythm** (April 2017 – September 2017)
  - 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 along with making the hardware work with the software.
- **Talchul** (April 2016 – September 2016)
  - Pitched game idea to team and designed basic mechanics of game.
  - Organized weekly team meetings to discuss design choices such as the negative feedback loop.