Eisaku Imura

Gameplay Engineer/Programmer

Los Angeles, California

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eisakuimura.com

Skills

Languages
C/C++
Basic Python
Basic HTML/CSS

Software/Engine
Unreal Engine 4
Unity
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   *Japanese Localization/QA/Dev Support (Contract through Yoh Services)*
November 2018 - Present

Shipped The Last of Us Part 2 on the Ad-hoc and Systems team managing and investigating global systemic issues, crashes, and extreme edges cases.

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.

Frequently communicate with developers from outside the department to keep up to date and relay fresh changes to the team and help investigate any issues that are called out and difficult to reproduce.

Gain Productions   *Gameplay Programmer*
July 2019 - Present

Working on an unannounced VR experience in Unreal Engine 4 as the sole programmer on a small team with the goal of bringing awareness of a tragic current event in the world.

Created and currently managing a Perforce server for the team in order to increase efficiency, decrease the time it takes to upload new changes to the project, and prevent merge conflicts when merging local changes to the server.

Responsibilities include implementing anything in the project that requires C++ and or blueprints such as player mechanics, animations, world object interactions, and level scripting.

Projects

Shroommates   *Gameplay Programmer/Level Designer/Lead QA Tester*
September 2017 - October 2018

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.