

Eisaku Imura

Gameplay Engineer

Los Angeles, California

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Skills

Languages

C/C++

Basic C#

Basic Python

HTML/CSS/JS

Software

Unreal Engine 4/Unity

Git/Perforce

Jira/Confluence/TestRail

Visual Studio

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

Gain Productions

July 2019 - Present

Gameplay Programmer

Working on a 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.

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

Work very closely with other departments to help implement their ideas into the project and work together to solve unique problems.

Naughty Dog

November 2018 - Present

Tools R&D/Japanese Localization/QA

Shipped The Last of Us Part 2 and Uncharted: Legacy of Thieves Collection by creating, maintaining, and executing test cases through TestRail to identify/investigate issues and thoroughly document them using Jira.

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.

Developing Chrome extension tools, in-game debug tools, and in-house websites for the studio by listening to the needs of other developers to help improve studio efficiency.

Projects

Shroommates

September 2017 - October 2018

Gameplay Programmer

Worked on a 3D adventure platformer in Unreal Engine 4 as a gameplay programmer with a team of ten people 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 abilities using a combination of C++ and blueprints.

Closely collaborated with animators, artists, and other programmers to ship the game on time within one year and was nominated to present at an official showcase event.