

Justin Quan

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EXPERIENCE

Hangar 13 Games, Novato, CA (Remote)

Game Design Intern

June 2021 - September 2021

- Designed testing scripts for various enemy AI combat scenarios in order to gauge combat metrics
- Implemented enemy AI abilities based on design outline
- Developed the Game AI using Behavioral Trees and Lua scripting using studio's proprietary game engines

University of California - Santa Cruz, Santa Cruz, CA

Game Design Tutor

Feb 2022 - June 2022

- Oversaw the growth of students and gave tips and advice on how to create a game in Twine and Construct 3
- Critically graded each students' game from the process of ideation all the way to the final game

Game Development at UCSC, Santa Cruz, CA

Programmer

October 2020 - June 2022

- Collaborated with other programming members to further develop game's mechanics
- Communicated with various departments to help ensure gameplay reflects designers' vision
- Designed gameplay using Unity, sound design with FMOD, and concept art and mood boards with Illustrator

EDUCATION

University of California - Santa Cruz, Santa Cruz, CA

BS in Computer Science: Computer Game Design

October 2020 - June 2022

GPA: 3.94

Relevant Coursework:

- Game AI & Systems
- Game Design & Development Experience
- UI/UX Design

De Anza College, Cupertino, CA

AA in Computer Science

August 2016 - March 2020

SKILLS

Python, C++, Visual Studios, Jira, and Unity.

Dedicated and passionate about programming. Have great work management and team communication.

Hardworking and focused on efficiently completing tasks.

Game and music enthusiast.

PROJECTS

Grand Heresy - A twin-stick shooter designed for my capstone project. The player fights their way through hell, emptying it of all its demons. Learned to work on a project for 3 quarters (~30 weeks) with a team size of 10. Used Unity and developed the menu navigation and general AI.

Playable Link:

<https://bit.ly/3LRUxXZ>

Unending Ikea - A first-person exploration game where the player travels through an infinite Ikea. Used Unreal and developed the functionality of repeating rooms to create the illusion of infinity.

Github Link:

<https://bit.ly/3N29CGB>

NEVER ALONE - A first-person click adventure where the player goes down a rabbit hole of hidden links, which results with creepy events. Used Phaser 3 and Javascript.

Playable Link:

<https://bit.ly/3Fms7Tt>