
Julian Michael Rice

Aspiring Game Developer || UCLA 2020

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SKILLS

COMPUTER & ENGINES	C, C++, C#, Lua, Python, Javascript React Native, SDL, 120+ WPM, Unreal Engine 4, GameMaker Studio 2
LANGUAGES	English, Japanese (N2), Mandarin
HOBBIES	Gaming, Violin, Tutoring, Basketball
PERSONALITY	Good Under Pressure, Motivator

PROJECTS

Shu-Jin-Ko: Learn Japanese – In-Progress 2D Game

AUG 2018 – PRESENT (GameMaker Studio 2, C++)

Website: <https://rice-games.github.io/>

- ❖ Leading a team of programmers, artists, and friends in developing an action platformer that facilitates Japanese learning using GameMaker.
- ❖ Developed design documentation ([here](#)) that describes gameplay mechanisms and what features will be implemented into the game.

Rotor-Router Model – C++ Simulation & Paper

JUN 2018 – AUG 2018 (Xcode, C++, Github)

- ❖ Programmed a simulator that calculates the average stabilization time of a graph traversed by a mobile agent, and the average and number of visits to each vertex and edge within said graph.
- ❖ Wrote a 27 page paper on the robustness of single, multi agent graph traversal efficiency, including analysis of simulation results and upper bound times for two variations of the algorithm.

How Far Can You Go? – 2D Platformer Game

2012 – 2016 (ActionScript 2.0, Adobe Flash, IndieDB)

Website: <http://www.indiedb.com/games/hfcyq>

- ❖ Developed a 2D minimalistic platformer for Windows and Mac that got over 9500 views and an 8.5 rating on IndieDB using ActionScript 2.0

SUMMARY

I am a full-time undergraduate student aspiring to be a game developer and am ready to learn! I specialize in C++, Python, and have been developing games since I was a freshman in high school. I am a team motivator that is organized and enjoys working and learning from others and am currently working on a project using GameMaker Studio with my own team of game developers!

EDUCATION

University of California, Los Angeles

Graduation: JUN 2020 || GPA: 3.38

- ❖ Linguistics & Computer Science B.A., Japanese B.A
Relevant Coursework

C++ Programming	Algorithms & Complexity
Python Programming	AI Fundamentals
Data Structures	OS Principles
Software Construction Lab	Syntax I & II
Computer Microsystems	Linear Algebra (Self)

WORK EXPERIENCE

Quantasy – Game Design Intern

Los Angeles, CA || SEP 2018 – PRESENT

- ❖ Assist with level design and design game mechanic documents, back-end server details for a game (including Game Center), as well as learn the process of developing a game with React Native.
- ❖ Debug, design, and implement new features including in app purchases and an updated progression screen in Harvey's Hundreds (iOS).

SuperCoding – Partner, Programming Instructor

Palos Verdes, CA || SEP 2017 – PRESENT

Website: <https://www.supercoding.io>

- ❖ Part of a startup with two other entrepreneurs, assisting with website & curricula development, marketing, and increasing social media presence.
- ❖ Created and currently instruct game development courses on 2D action, platform, and RPG games using GameMaker Studio and C++.
- ❖ Created and currently instruct programming courses in Python using command line projects and games with graphics as the basis for learning.