
Julian Michael Rice

Aspiring Game Developer || UCLA 2020

11090 Ophir Drive, Los Angeles, CA 90024

LinkedIn: [julian-m-rice](#) Website: [www.julian-rice.com](#)

#: +1 (415) 706-2315 Email: [julian@ricegames.net](#)

SKILLS

COMPUTER & ENGINES	C, C++, C#, Lua, Python, Javascript, Java, 120+ WPM, Object-Oriented Programming, GameMaker Studio 2
LANGUAGES	English, Japanese (N2), Mandarin
HOBBIES	Gaming, Violin, Tutoring, Basketball

PROJECTS

Project SJK – 2D Action RPG Platformer

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

Website: <https://www.ricegames.net> (HTML, CSS, JavaScript)

- ❖ Leading a team of programmers, artists, and composers in developing an action platformer that facilitates Japanese learning using GameMaker.
- ❖ Programming in object oriented style, developing projectile shooting, character switching, save and load, enemy inheritance, interactive menus and GUI, dialogue sequences, and more mechanics.

Element of Surprise – Turn-Based 2 Player Text-RPG

OCT 2018 – DEC 2018 (Python, PyQt5, OpenCV2, Inheritance)

Website: <https://github.com/JulianMichaelRice/Element-of-Surprise>

- ❖ Developed a turn-based 2 player text-style game using PyQt5 GUI programming, Qt Designer for GUI design, OpenCV2 for image processing, and PyAudio, multithreading for self-composed music.
- ❖ Programmed in object oriented style and used derived classes to create different person classes for the player to choose from.

How Far Can You Go? – 2D Platformer Game

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

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

- ❖ 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 **Project SJK**, a big game project using GameMaker with my own team of game developers!

EDUCATION

University of California, Los Angeles

Graduation: JUN 2020 || GPA: 3.40

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

Relevant Coursework

C++ Programming	Algorithms & Complexity
Python Programming	AI Fundamentals
Data Structures	Operating Systems
Software Construction Lab	Syntax I & II
Computer Microsystems	Linear Algebra (Khan A.)

WORK EXPERIENCE

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. Responsible for updating the website.
- ❖ Created and currently instruct game development courses on 2D action, platform, and RPG games using GameMaker Studio and C++.
- ❖ Created and currently instruct OOP courses in Python using both command line and the Turtle, Tkinter, PyGame, OpenCV, and Numpy modules.

Quantasy – Game Design Intern

Los Angeles, CA || SEP 2018 – DEC 2018

- ❖ 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).