Julian Michael Rice

Aspiring Game Developer || UCLA 2020

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SKILLS

COMPUTER SCIENCE	C, C++, C#, Lua, Python, Bash, Git, UNIX, HTML & CSS, JS(X), PHP, React Native, SDL, 120+ WPM
LANGUAGES	English, Japanese (N2), Mandarin
HOBBIES	Gaming, Violin, Tutoring, Basketball
PERSONALITY	Good Under Pressure, Motivator

PROJECTS

Flash Favors – iOS App Development

AUG 2018 - PRESENT (Xcode, React Native, PHP, Parse Server)

- ❖ Currently programming an iOS app using React Native, HTML & CSS, JS (JSX), alongside two other coders, and am also developing backend servers.
- ❖ Part of a startup with four other university students from UCLA. Flash Favors streamlines numerous types of requests and allows for favors to be completed for everyone by anyone.

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/hfcyg

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

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 experience creating websites. I am a team motivator that is organized and enjoys working and learning from others, and have formed my own team that is currently working on a project using GameMaker Studio.

EDUCATION

University of California, Los Angeles

Graduation: JUN 2020 || GPA: 3.38

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

Relevant Coursework

C++ Programming	AI Fundamentals (Fall)
Data Structures	OS Principles (Fall)
Software Construction Lab	Linguistics
Computer Microsystems	Syntax I & II
Algorithms & Complexity	Semantics I (Fall)

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, and increasing social media presence.
- ❖ Instructed game development courses on 2D action and platform RPG game using GameMaker Studio and GameMaker Language (C++).
- ❖ Instructed online & offline programming courses on HTML/CSS, C++, and Python (Turtle, Tkinter). Includes homework and weekly quizzes & exams.

Rice Games – Founder, Programmer, Composer

Los Angeles, CA || FEB 2016 – PRESENT
Website: https://rice-games.github.io

- ❖ Currently developing video games with a virtual team that I formed, when there is time, with a team of five other individuals, using GameMaker Studio 2 and C++ for the first untitled project.
- ❖ I efficiently created the website using a CSS styling (Materialize) and am currently looking to hire a few part time artists for said untitled project.