Julian Michael Rice

Game Developer || UCLA 2020

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SKILLS

COMPUTER & ENGINES	C, C++, C#, Lua, Python, Javascript, Java, 120+ WPM, Object-Oriented Programming, GM2S, Unity
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 GUI-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 specialize in C++ and Python and have been developing games since I was a freshman in high school. I am an organized team motivator who enjoys working and learning from others and am currently working on **Shujinkou**, a story-driven Japanese language learning 2D action RPG platformer using GameMaker and Unity with my own team of developers!

EDUCATION

University of California, Los Angeles
Graduation: MAR 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).