

 Email for Phone  Email for D.O.B.  US Citizen  Email for Street Address, City, and ZIP

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About

I am a grad school graduate *seeking employment* to grow as a developer and help solve problems in interactive media, mobile, or games. Eager to learn and intrigued by where software will go next.

Experience

PART-TIME UNITY PROGRAMMER — SPHERICAL COW GAMES

June 2014 - February 2017

Worked with custom Unity editor windows to create data object systems for games, like missions and player units. Worked on [data and serialization system](#) using ScriptableObject & XML for use with roleplaying games according to spec.

VOLUNTARY PART-TIME REMOTE UNITY DEVELOPER — LIMBICNATION

October 2014 - March 2016

Used Unity's audio output to manipulate various elements in a scene with various scripts (like light intensity, material color, object position, prefab swapping, texture swapping, mesh deformation, wireframe toggle, field of view, etc.). Made various scripts to trigger events on certain sound frequencies.

Select College Courses

OPTIMIZED C++

Learned optimizations in C++, involving padding, const correctness, and alignment, and more.

GAME ARCHITECTURE

Made [space invaders](#) with design patterns like flyweight, command, strategy, and more.

ANDROID DEVELOPMENT

Learned Android API and IDE; made [a simple app](#) for tracking time spent on creative hobbies.

STUDY ABROAD — SHANGHAI & BEIJING

Visited cultural sites and software companies to learn about collaboration and outsourcing.

Education

MS IN GAME PROGRAMMING (ENGINEERING)

DePaul University, Chicago IL
September 2014 - November 2016 (3.8 GPA)

BS IN GAME DEVELOPMENT (PROGRAMMING)

DePaul University, Chicago IL
September 2009 - June 2013 (3.8 GPA)

Skills

C++, C#, C, Java, Visual Studios, Xcode, Unity3D, Android Studio, Perforce, SVN, Git, Github, Markdown, Jekyll, OpenGL, GLSL, Windows, macOS, Ubuntu

Featured Projects

CAELIUM ALPHA — SOLAR SYSTEM SANDBOX

[jisyed.github.io/projects/caelium-alpha/](https://github.com/jisyed/caelium-alpha/)
Made with C# and Unity3D

PROCEDUTEX — TEXTURE GENERATION LIB

[jisyed.github.io/projects/procedutex/](https://github.com/jisyed/procedutex/)
Made with C++, OpenGL, and Visual Studios

SEA2D — 2D SPRITE ENGINE FOR MACOS

[jisyed.github.io/projects/sea2d/](https://github.com/jisyed/sea2d/)
Made with C++, OpenGL, YAML, and Xcode

LGE — 3D GRAPHICS ENGINE FOR WINDOWS

[jisyed.github.io/projects/lge/](https://github.com/jisyed/lge/)
Made with C++, OpenGL, YAML, and Visual Studios

XBOXCTRLINPUT — INPUT LIB FOR UNITY3D

[jisyed.github.io/projects/xboxctrlinput/](https://github.com/jisyed/xboxctrlinput/)
Made with C#, XInput.NET, and Unity3D

★ Interests

Art, Design, Games, Photography, Linguistics, Technology, Lyric-free Music, Travel, Theology, East Asian Cultures