

## About

I am a recent graduate seeking opportunities to grow as a developer and help solve problems in mobile, interactive media, or game technology. Eager to learn and intrigued by where software will go next.

## Experience

### 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.

### PART-TIME UNITY PROGRAMMER — SPHERICAL COW GAMES

*June 2014 - February 2017*

Working on data and serialization for use with roleplaying games according to spec.

### WEB APP DEVELOPER CONTRACTOR — THE MX GROUP

*February 2014 - March 2014*

Mostly performed maintenance programming on a client web project.

## Select College Courses

### OPTIMIZED C++

Learned code and memory optimizations in C++.

### GAME ARCHITECTURE

Made space invaders with design patterns.

### ANDROID DEVELOPMENT

Learned Android API and IDE; made a simple app.

### STUDY ABROAD — SHANGHAI & BEIJING

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

## Education

### MS IN GAME PROGRAMMING

DePaul University, Chicago IL

*November 2016 — 3.8 GPA*

### BS IN GAME DEVELOPMENT

DePaul University, Chicago IL

*June 2013 — 3.8 GPA*

## Skills

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

## Featured Projects

### GYRA — LUDUM DARE GAME JAM ENTRY

[jisyed.github.io/projects/gyra/](https://jisyed.github.io/projects/gyra/)

Made with C# and Unity3D

### PROCEDUTEX — PROCEDURAL TEXTURE LIB

[jisyed.github.io/projects/procedutex/](https://jisyed.github.io/projects/procedutex/)

Made with C++, OpenGL, and Visual Studios

### SEA2D — 2D SPRITE ENGINE FOR MACOS

[jisyed.github.io/projects/sea2d/](https://jisyed.github.io/projects/sea2d/)

Made with C++, OpenGL, YAML, and Xcode

### LGE — 3D GRAPHICS ENGINE FOR WINDOWS

[jisyed.github.io/projects/lge/](https://jisyed.github.io/projects/lge/)

Made with C++, OpenGL, YAML, and Visual Studios

### XBOXCTRLINPUT — INPUT LIB FOR UNITY3D

[jisyed.github.io/projects/xboxctrlinput/](https://jisyed.github.io/projects/xboxctrlinput/)

Made with C#, XInput.NET, and Unity3D

## Interests

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