

## 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

### PROGRAMMER — SPHERICAL COW GAMES

July 2014 - Present

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

### INTERN PROGRAMMER — SPHERICAL COW GAMES

June 2014 - July 2014

Made custom editor interfaces for Unity3D to edit custom data resources.

### MOBILE & WEB APP DEVELOPER CONTRACTOR — THE MX GROUP

February 2014 - March 2014

Mostly performed maintenance programming on a client web project, and helped resolve an issue with publishing a mobile app for another client project.

## Select College Courses

### OPTIMIZED C++

Learned code and memory optimizations in C++.

### GAME ARCHITECTURE

Made space invaders with design patterns.

### MULTITHREADING

Learned multithreading primitives in C++11.

### GAME ENGINE I, II, & III

Made advanced OpenGL and animation engine.

### 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

### CHOTT — TIME TRACKING APP FOR ANDROID

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

Made with Java, JSON, and Android Studio

### 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