

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

PART-TIME PROGRAMMER — SPHERICAL COW GAMES

July 2014 - February 2017

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/

Made with C# and Unity3D

PROCEDUTEX — PROCEDURAL TEXTURE LIB

jisyed.github.io/projects/procedutex/

Made with C++, OpenGL, and Visual Studios

SEA2D — 2D SPRITE ENGINE FOR MACOS

jisyed.github.io/projects/sea2d/

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

CHOTT — TIME TRACKING APP FOR ANDROID

jisyed.github.io/projects/chott/

Made with Java, JSON, and Android Studio

XBOXCTRLINPUT — INPUT LIB FOR UNITY3D

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