

Jungtae (Jeff) Lee

jungtae@ualberta.ca | [LinkedIn @ Jungtae Lee](#) | [Github @JTLee98](#)

Education

University of Alberta

Sep 2021 ~ May 2024

Computing Science, BSc Hons

Computer Game Development, Certificate

Notable Courses: CMPUT 411 (Graphics), CMPUT 429 (Architecture), CMPUT 301 (Intro Software Engg), CMPUT 256 (Game AI), CMPUT 250 (Intro Game Dev), CMPUT 350 (Advanced Game Programming), INTD 450 (Game Dev Capstone)

Technical Skills

Programming: C/C++, C#, Python, Shaders

Technologies: Unity, OpenGL, Godot, Git

Misc: Game Design & Production, Game AI, Procedural Generation & Animation, Software Engineering, Graphics, Algorithmics, Computer Architecture, Theory of Computation, LinAlg, Numerical Methods, Advanced Math & Physics

Work Experience

n/a

Personal and Course Projects

Radiance Cascades Implementation in Vulkan

Mar 2025 – Current

Technical Demo (Personal Project)

- 3D implementation of radiance cascades, a novel method for dynamic global illumination which has so far mostly only been explored for use in 2D environments
- Learning experience in using the Vulkan API to program modern high performance graphics

Openly Incognito

Jan 2024 – Apr 2024

Narrative Adventure Game created with Godot (INTD 450 Course Project)

- contributed to ideation, design, and preproduction
- oversaw production (scheduling, task allocation, coordination)
- programmed gameplay, mechanics, and UI/UX with Godot Editor & GDScript
- helped with QA, polish, and release

Peaceful Farming Brobot

Sep 2023 – Dec 2023

Starcraft 2 AI programmed with SC2API in C++ (CMPUT 350 Course Project)

- programmed location and collection of resources across game map using a fast clustering algorithm
- worked in team of 4 to create a bot that executes an effective strategy to achieve victory

Arcadia

Sep 2022 – Dec 2022

Point-and-Click Adventure Game created with RPGMaker (CMPUT 250 Course Project)

- oversaw production (scheduling, task allocation, coordination)
- tech art: imported art assets into the engine, converted art into tilesets and spritesheets, created simple animation & VFX
- contributed to gameplay programming

QR Code Pursuit

Jan 2022 – Apr 2022

Mobile Game programmed with Android NDK / Java (CMPUT 301 Course Project)

- Followed software principles e.g. MVC, OOP to design and develop fully featured application
- Contributed to Backend and UI/UX design and development

Leadership/Volunteer Experience

SIGGRAPH 2022, Student Volunteer

Aug 2022

Student Volunteer at ACM SIGGRAPH 2022 Conference in Vancouver, Canada

Awards and Scholarships

University of Alberta Undergraduate Leadership Award

Award Year 2023/24

Scholarship for academic excellence