

Jason Lu

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Projects

DragonCrash (Jan 2017 – Present)

Programmer, Artist manager, Social Media Coordinator, Tester

- Using Unreal Blueprint, coded the main king of the hill mechanic and victory conditions.
- Coordinated with artists on tasks and deadlines during the game's development.
- Managed various social media platforms such as Twitter and Facebook, Wordpress Site.
- Playtested numerous times and recorded feedback for development.
- Planned Steam release.
- <https://dragoncrash.itch.io/dragoncrashbeta>

Persona 4 Golden Another Episode (Sept 2015 - Present)

Lead Developer, Programmer, and Writer

- Wrote and coded 5 different branches each with 2 different endings using Twine.
- Worked with 2 artists in gathering art for different parts within the narrative.
- http://www.philome.la/Jason_Lu18/persona-4-golden-another-episode/play

Talchul (Mar 2016 - June 2016)

Programmer and Lead Playtester

- Programmed movement in Javascript so that player is moving the environment rather than the character.
- Programmed decrementing size of vision/hit circle mechanic.
- Playtested numerous times and usually discovered an average of 10 bugs each session.
- Responsible for gathering other playtesters and recording feedback of their experience.
- <https://apexwinner.itch.io/talchul>

Education

University of California, Santa Cruz

B.S. in Computer Science: Computer Game Design

Santa Cruz, CA

December 2017

Skills and Interests

Programming Languages: Java, Javascript, Python, C, C++, C# , Lua, Pascal.

Applications: Unreal, Unity, Github, Lumberyard, Twine, Photoshop, Illustrator, Blender, Pico-8, Audacity.

Interests: Table Tennis, Competitive Fighting Games, Rhythm Games, Light Novels.