

# Jason Tran

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[Github](#) | [LinkedIn](#) | [Portfolio](#)

## EXPERIENCE

**Gameplay Engineer** April 2024 - Present  
*Snowlight Games Oy, Eternal Office*

- Create a pseudo-infinitely generating level with Blueprints, C++, and 3D Math
- Implement a stack data structure to facilitate the flow between the settings menu and the pause and main menu
- Utilize C++ to develop a class of enemy AIs and an enemy manager

**Gameplay Engineer** June 2022 - May 2023  
*Game Dev Strategy Guide, Gobbo's Gambit*

- Focused on player game mechanics and enemy AIs using Blueprints, Interfaces, AI controllers, and behavior trees in Unreal Engine 5
- Developed and prototyped a stealth and puzzle-solving vertical slice with a team of 20 engineers and animators

**Lead Programmer** December 2021 - May 2023  
*KC Studios, Sun's Edge*

- Prototyped five unique enemy combatants and AI behaviors using behavior trees, AI Perception component, and Blueprint scripting in Unreal Engine 4.26.2
- Developed a scalable attack combo system by utilizing Blueprint interfaces, animation notifies, and animation montages
- Collaborated with 10 engineers, designers, and artists to develop and improve gameplay systems that aligned with the team's goals
- Integrated the UI system with player game mechanics to improve the overall user experience
- Implemented user feedback and raised \$1,120 on Kickstarter to fund the game's publication on Steam

**Team Leader, Game Programmer** February 2022 - May 2022  
*Software Engineer Course, Blood Souls*

- Constructed player controls, combat system, level building, and 4 unique enemies, including a boss AI using Unity
- Developed a Heads Up Display with features akin to FromSoftware's Souls Trilogy

## TECHNICAL SKILLS

- **Languages:** C++, Blueprints, Python, Javascript, Lua
- **Unreal Engine:** Proficient in Unreal C++, Blueprints, and UMG Framework; adept at implementing features and content in Unreal Engine 4/5
- **Developer Tools:** Git, Visual Studio Code, Visual Studio

## EDUCATION

**Bachelor of Science in Computer Science, Cum Laude** 2018 - 2023  
*California State University, Fullerton*

## CERTIFICATES

[Unreal Engine 5 C++ The Ultimate Game Developer Course](#) April 2024  
[Unreal Engine 5: Soulslike Melee Combat System](#) December 2022  
[Harvard CS50 Introduction to Game Development](#) June 2022