Jason Tran

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 Github | Linkedin | Portfolio

PERSONAL PROJECTS

Gameplay Engineer, June 2022 - May 2023

Game Dev Strategy Guide, Gobbo's Gambit

 Linkedin Page Steam Page

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

Lead Programmer, December 2021 - May 2023

KC Studios, Sun's Edge

Website Kickstarter Steam Page

- Built five unique enemy AI behaviors using *behavior trees, AIPerception component, and Blueprints* in Unreal Engine 4.26.2
- Developed a scalable attack combo system by utilizing *blueprint interfaces, animation notifies, and animation montages*
- Connected the UI system with the player game mechanics and refine player movement settings, enhancing the user experience
- Co-led a team of 7, raising **$1,120** on Kickstarter to publish the game on Steam

Team Leader, Game Programmer, February 2022 - May 2022

Software Engineer Course, Blood Souls

Github Repo Itch.io

- Constructed player controls, combat system, level building, and 4 unique enemies, including a boss AI in Unity
- Conducted weekly scrum sessions for a team of 5 students, tracking progress of each individual
- Selected as the best performing project by peers and professor, receiving a final grade of 100%

PROGRAMMING SKILLS

- **Unreal Engine:** 4.26.2, 5.0.3, Blueprints, Behavior Trees, Interfaces
- **Software Development:** C++, Python, Git, VSCode

EDUCATION

Bachelor of Science in Computer Science, 2023

California State University, Fullerton

HONORS

Dean's Honor List, 2020 - 2023

Cum Laude, 2023

CERTIFICATES

Harvard CS50 Introduction to Game Development, June 2022

Unreal Engine 5: Soulslike Melee Combat System, December 2022