

# Julian Kida

<https://www.linkedin.com/in/juliankida/> | Games Portfolio: <https://jucchan.github.io/>

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## EDUCATION

### University of Southern California

M.S., Computer Science (General)

Los Angeles, CA

B.S., Computer Science (Games)

May 2023, GPA 3.96

May 2021, GPA 3.87

*Awards:* Trustee scholar (full-tuition scholarship), Viterbi Fellow, Viterbi Dean's List (all semesters)

*Coursework:* Advanced Game Projects, Game Engine Development, Game Prototyping

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## SKILLS

### Programming Languages and Web Technologies:

C++, Python, C#, Java, CSS, HTML

### Tools:

Unity, Git, Perforce, VisualStudio

### Game Development Skills:

Rapid Prototyping, Game Engines, Mechanics and Level Design

### Foreign Languages:

Japanese (native, JLPT N1 certification), French, Portuguese

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## PROFESSIONAL EXPERIENCE

### Coin Crew Games

Los Angeles, CA (remote)

### Japanese Localization Consultant, Contract

January 2025 - February 2025

- Researched Japanese localization challenges and market trends for escape room puzzles.
- Playtested existing products and submitted a 70-page report with research findings and feedback.

### The Books of Egu, LLC

Inglewood, CA (remote)

### Unity Systems Engineer, Contract

July 2021 - June 2023

- Configured publication of *The Forerunner's Gospel* series of Unity-based action and puzzle games to Google Play and iOS App Stores.
- Generated revenue by integrating in-game advertisements, in-app purchases, and media sharing.

### USC Games

Los Angeles, CA

### Graduate Teaching Assistant

August 2021 - December 2021

- Graded and provided guidance on quizzes and essays for course on interactive entertainment.

### Intel Corporation

Hillsboro, OR

### Software Intern

June 2019 - August 2019

- Developed Python GUI clients used to demonstrate Ethereum blockchain technologies to outside groups and new team members.
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## GAME PROJECTS

### That's Not How It Happened - Lead Designer

August 2021 - May 2022

- Led 6-man design team for Unity-based thesis project that uses varied gameplay genres (beat-em-up, visual novel, and point-and-click) to tell a multi-perspective narrative.
- Accurately communicated asset, engineering, and playtesting requirements to other group leads.
- Published to itch.io and Steam, garnering 97% positive reviews in Steam release.

### Crescendo - Gameplay Engineer

August 2020 - May 2021

- Implemented tools and features for music-themed Unity 2D action-platformer.
  - Developed custom Unity editor so that designers can easily modify attack hit detection properties.
  - Contributed to enemy behaviors, keyboard and controller input support, and save features.
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## LEADERSHIP

### USC Trojan Esports - Team Captain, Manager (*Smash Bros., Hearthstone*)

January 2019 - May 2023

### SC Smash - Club President, *Smash Bros.* Tournament Organizer

August 2017 - May 2023