Julian Kida

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

EDUCATION

University of Southern California   Los Angeles, CA

M.S., Computer Science (General)   May 2023, GPA 3.96

B.S., Computer Science (Games)   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, Web Technologies

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

PROFESSIONAL EXPERIENCE

The Books of Egu, LLC   Inglewood, CA (remote)

Unity Systems Engineer   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

- Published Github contributions to Trusted Compute Framework, an Ethereum blockchain technology.
- Developed Python GUI clients for demonstrations to outside groups and new members.

GAME PROJECTS

That's Not How It Happened - Lead Designer   August 2021 - May 2022

- Led 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.
- Communicated asset, engineering, and playtesting requirements to other group leads.
- Released 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.

LEADERSHIP

SC Smash - President, Tournament Organizer   August 2017 - May 2023

- Organized weekly events with up to 100 attendees for the *Super Smash Bros.* series of games.

USC Trojan Esports - Team Captain/Manager   January 2019 - May 2023

- Planned and competed in intercollegiate tournaments and exhibitions for USC's *Super Smash Bros. Ultimate* and *Hearthstone* esports teams.