

Minui Lee

(206)235-5607 | minuileee@gmail.com | minuilee.github.io | [LinkedIn](#)

SKILLS

Programming Languages: C++, Python, C#, GLSL

Tools/Frameworks: Visual Studio, Unreal, Unity, Winforms, ImGui, FMOD, Git, SVN, Perforce, GLFW, Consul, TeamCity

Language: Korean, English

EXPERIENCE

Associate Tools Programmer at Hi-Rez Studios

June 2022 – Present

- Maintained the automated performance test and analysis system on PC, Xbox, and Switch. Updated the pipeline to be more generic and migrate them between games more easily.
- Created character and vfx performance test on various Hi-Rez games.
- Developed store item 2D asset pipeline system which automates the process of store art asset creation and integration.
- Automated the process of building light maps in UE4 using TeamCity.
- Worked on a Maya tool that validates the Maya file if it follows specific conditions and supports a new game.
- Resolved issues and added new functionalities to existing Art tools using Photoshop and Maya API to improve the artists' workflow.

Tools Programmer Intern at Hi-Rez Studios(Rogue Company)

June 2021 - Aug 2021

- Implemented camera view captures for the map performance tool.
- Added point-of-input (POI) animation export metadata validation to the Animation Sequence Editors.
- Added a "replace reference" feature to the Skin Loader System.
- Organized collected data and made them to be sent through emails for existing performance tools.

PROJECTS

General Programmer : Marble

team size: 3

Unity(C#) | Nintendo Switch Puzzle game

Nov 2021 - Dec 2021

- Implemented a 3D ball character movement which moves like it's inside of the Joycon.
- Worked on the Joycon vibration that vibrates differently depending on the player's action and the movement.

General Programmer : Pigeondary Pinut

solo

Unity(C#) | AR Puzzle game

Sep 2021 - Dec 2021

- Established AR system by using ARCore.
- Created a slingshot feature and Angry Birds like gameplay using basic 3D physics.

Gameplay Programmer : Chamomile Grove

team size: 18

Unreal Engine 4(C++) | 3D farming crafting puzzle game

Sep 2020 - Apr 2021

- Built crafting and ticket system using data tables which allows easy modification of the recipes and tickets.
- Implemented storage system and inventory for the character.
- Developed a third person view 3D character.

General Programmer : Minotes

solo

Windows Forms(C#)

Feb 2020 - July 2020

- Developed a window application that allows users to edit, save and load notes.
- Added various features such as color themes, dark mode, formatting text and basic sticky note features and etc.

Tools & Gameplay Programmer | Technical Director : HON

team size: 4

Custom Engine(C++) | 2D platform action game

Sep 2018 - June 2019

- Used a batch file and Jenkins to build the game in different platforms automatically.
- Designed and developed runtime level editor tool from scratch.
- Integrated FMOD Studio to the custom engine and developed audio system.

EDUCATION

DigiPen Institute of Technology

Apr. 2022

Bachelor of Science in Computer Science in Real-Time Interactive Simulation