

Minui Lee

programmer

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SKILLS

Programming Languages: C++, C#, Python

Tools: Visual Studio, Unity, FMOD, Git

Language: Korean, English

PROJECTS

HON: Custom Engine(C++) / Technical director and programmer

team size: 4

2D platform action game

Sep 2018 - June 2019

- Designed and developed level editor tool and UI
- Built audio system using FMOD studio
- Programmed AI for flying, walking and bouncing enemies

Be My Platform!: Custom engine(C++) / Producer and programmer

team size: 3

2D platform co-op game

Mar 2018 - June 2018

- Designed and balanced game levels
- Programmed 2d platformer player controller and gameplay
- Designed and developed UI and implemented sounds
- Managed the team members and organized tasks to keep team on track

EXPERIENCE

Project FUN TA (Zero engine, 4th to 7th grade)

- Wrote gameplay logic scripts for student games
- Helped students designing and developing games step by step

Game Development 1-1 TA in Sangwon high school, Korea (p5.js)

- Helped students designing and developing games
- Acted as a middleman role of the problem arising from language barriers in class

EDUCATION

Digipen Institute of Technology

Expected Graduation Date: Apr 2022

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