Minui Lee

programmer

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SKILLS

Programming Languages: C++, C#, Python, JavaScript
Tools: Visual Studio, Unity, FMOD, Git, Winforms
Language: Korean, English

PROJECTS

Minotes: Windows Forms(C#)
My own version of Sticky Notes   Feb 2020 - Present

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

EXPERIENCE

Teaching Assistant   Apr 2020 - July 2020
- Helped students developing games in design and technical side
- Helped students with Unity and p5.js

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