Minui Lee

programmer

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SKILLS

Programming Languages: C++, C#, GLSL
Tools/Frameworks: Visual Studio, Unreal, Unity, ImGUI, FMOD, Git, SVN, Winforms, GLFW
Language: Korean, English

PROJECTS

Gameplay Programmer : Chamomile Grove   team size: 18
Unreal Engine 4(C++) | 3D farming crafting puzzle game   Sep 2020 - Apr 2021
- Implemented Crafting and Ticket system gameplay by using Data tables to handle recipes and quests information
- Developed a third person view 3D character

Minotes: Windows Forms(C#)   Feb 2020 - July 2020
- Developed a window application that allows user to edit, save and load notes
- Supports multiple color themes, a dark mode, staying on top of other windows, changing text format and automatically opens at computer start-up

Tools/Gameplay Programmer | Technical Director : HON   team size: 4
Custom Engine(C++) | 2D platform action game   Sep 2018 - June 2019
- Designed and developed level editor tool from scratch
- Developed the audio system by integrating FMOD Studio
- Programmed AI for flying, walking and bouncing enemies
- Developed a JSON parser which loads game level data, object properties and key bindings
- Designed and developed all UIs including the main menu, in-game and options

Gameplay Programmer | Producer : Be My Platform!   team size: 3
Custom engine(C++) | 2D platform co-op game   Mar 2018 - June 2018
- Programmed 2d platformer player controller
- Created game levels by balancing the difficulty of them considering a learning curve
- Designed and developed all UIs including the main menu, in-game and options
- Managed the team members and organized tasks to keep team on track

EXPERIENCE

Teaching Assistant   Apr 2020 - July 2020
- Helped students with C++, Unity(C#), p5.js, developing games in both design and technical aspects
- Grading assignments in C++, Unity(C#) and p5.js(JavaScript)

Project FUN TA (Zero engine, 4th to 7th grade)
- Helped students understand how to make video games in both design and programming aspects step by step

Game Development 1-1 TA in Sangwon high school, Korea (p5.js)
- Acted as a middleman role of the problem arising from language barriers in class
- Helped students understand how to make video games in both design and programming aspects step by step

EDUCATION

DigiPen Institute of Technology   Apr. 2022
Bachelor of Science in Computer Science in Real-Time Interactive Simulation