

# 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, formatting text and opening automatically at computer start-up

**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 project automatically with different platforms everytime there is a new push to the Github repository
- 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