

Minui Lee

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SKILLS

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

Tools/Frameworks: UE4, UE5, Unity, Winforms, ImGui, FMOD, Git, SVN, Perforce, GLFW, Consul, TeamCity

EXPERIENCE

Associate Tools Programmer at Hi-Rez Studios

June 2022 - Present

- Maintained and extended the automated performance test and analysis system on PC, Xbox, Switch, and PlayStation. Updated the pipeline to be more generic and migrated them between games more easily.
- Added new functionalities to existing tools and developed new ones that automate the process of art asset creation and integration by using Photoshop API, Maya API, and Unreal Engine.
- Automated the process of building projects and light maps using TeamCity.
- Created a log parser and a message sender to notify the team with useful information when a build fails.
- Implemented UE5 functionalities that improve the team's workflow.
- Integrated existing plugins from UE4 to UE5.

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

June 2021 - Aug 2021

- Resolved issues and added new functionalities to content tools, automation systems, and performance tests.

PROJECTS

Marble

team size: 3

Unity(C#) | Nintendo Switch Puzzle game

Nov 2021 - Dec 2021

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

AR Puzzle Game

solo

Unity(C#) | AR Puzzle game

Sep 2021 - Dec 2021

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

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.

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, etc.

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 on different platforms automatically.
- Designed and developed a runtime-level editor tool from scratch.
- Integrated FMOD Studio to the custom engine and developed an audio system.

EDUCATION

DigiPen Institute of Technology

Apr. 2022

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