

# 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

**Chamomile Grove:** Unreal Engine 4(C++) / Gameplay programmer

team size: 18

3D farming crafting puzzle game

Sep 2020 - Present

- Implemented crafting system and a 3D character controller

**Minotes:** Windows Forms(C#)

Feb 2020 - July 2020

My own version of Sticky Notes

**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 UIs
- Developed the audio system by integrating 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 UIs
- 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