

# Minui Lee

programmer

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## SKILLS

**Programming Languages:** C++, Python, C#, GLSL

**Tools/Frameworks:** Visual Studio, Unreal, Unity, Maya, Winforms, ImGui, FMOD, Git, SVN, Perforce, GLFW

**Language:** English, Korean

## EXPERIENCE

**Tools Programmer Intern at Hi-rez Studios(Rogue Company).**

June 2021 - Aug 2021

Python, C++, Google script

- Created camera view captures to the Performance tool for artists
- Added point-of-input (POI) animation export metadata validation to the Animation Sequence Editors
- Added a "replace reference" feature to the Skin Loader System
- Organized collected data and made them to be sent through emails for existing performance tools

## PROJECTS

**General Programmer :** Marble

team size: 3

Unity(C#) | Nintendo Switch Puzzle game

Nov 2021 - Dec 2021

- Implemented a 3D ball character movement which moves like it's in a joycon
- Worked on the Joycon vibration which vibrates differently depending on the player's action and the movement

**General Programmer :** Pigeondary Pinut

solo

Unity(C#) | AR Puzzle game

Sep 2021 - Dec 2021

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

**Gameplay Programmer :** 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 to create and modify the recipes
- Implemented storage system
- Developed a third person view 3D character

**General Programmer :** Minotes

solo

Windows Forms(C#)

Feb 2020 - July 2020

- Developed a window application that allows user to edit, save and load notes
- Added multiple color themes, a dark mode, staying on top of other windows, formatting text and basic sticky note features

**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 game in different platforms automatically
- Designed and developed runtime 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

## EDUCATION

**DigiPen Institute of Technology**

Apr. 2022

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