

Minui Lee

programmer

(206)235-5607 | alsdml0727@gmail.com | minuilee.github.io | [Linked In](#)

SKILLS

Programming Languages: C++, C#, GLSL

Tools/Frameworks: Visual Studio, Unreal, Unity, ImGUI, FMOD, Git, SVN, Winforms, GLFW

Language: Korean, English

PROJECTS

HON: 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

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

Expected Graduation Date: Apr 2022