


Jason Iino

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 [Linkedin](#)

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EDUCATION:

University of California, Irvine – B.S. in Computer Game Science

Graduated Spring 2022

- 3.774 overall GPA
- Dean's List 8 quarters
- Relevant Courses: Python, C++, Game Design, Multiplayer Games, Games Entrepreneurship, Mobile Games, Ubiquitous Games, Unity, Maya, Databases, AI, Software design, 3D modeling and rigging, User Interaction, Human Computer Interaction, Wireframes, Agile Development, Modeling & Worldbuilding, Linear Algebra

SKILLS:

- Computer Languages: C++, C#, Python, MIPS assembly, MYSQL
- Computer Programs: Unity, Unreal, Blender, Maya, GitHub, Figma, Trello, Word, Excel, Photoshop

WORK EXPERIENCE:

In Person and Remote Code Coach - The Coder School - Irvine, California

August 2021-Present

- Teaching students how to use C++, Python, and Scratch, creating curriculum tailored to their abilities.
- Utilizing different techniques, such as metaphors and analogies, to aid the student's understanding.

AT&T Summer Learning Academy

Summer 2020

- An online externship that provided a curriculum covering business acumen, and both personal and professional growth, as well as presentations from world renowned figures.

PROJECTS:

UCI, UnityVR Game - Patient Zero - Design Producer and Programmer

January 2021-June 2022

- [A VR game](#) created using agile scrum methodology. Developed in association with the Biology Department at the University of California, Irvine to teach biology concepts to students.

Design Producer

- Redesigned in game VR space using Unity, to accommodate varying player heights and physical abilities.
- Collaborated with the art, programming, and design departments to realize the visual design and feel of the game.
- Maintained the game's design documents, ensuring the event flow and visual design were clear to all departments.
- Implemented tutorial features that fit the world of the game, and guided the player through difficult sections.
- Constructed class diagrams, flow charts, and design documents to detail the feel and implementation of features.

Programmer

- Worked with existing C# code, to implement voice lines based on a player's progress and actions within a level.
- Implemented an event system to reduce dependency between objects.
- Collaborated with other programmers to find the source of bugs and fix them.
- Play tested levels of the game and wrote bug reports, noting any areas that were difficult to complete, or deviated from their description in the design documents.
- Helped to run the game's bug report database, organizing reports based on what department a bug was relevant to.

UCI Capstone Unity3D Project - Moist Party - Lead Programmer and Designer

January 2021-March 2022

- A 4 player party game in Unity where players compete in a wide variety of minigames.
- Developed the game's scoring system, base minigame infrastructure, and scene management system.
- Designed minigames across a variety of scenarios, all focused on creating fun, multiplayer competition.
- Fine tuned existing minigames, based on external playtest feedback, making them more engaging and intuitive.

Unity2D Hackathon Project - Flowery Feast

January 2022

- [Created a finished game project](#) by collaborating with artists, musicians, and other programmers, utilizing trello to organize tasks and monitor progress.
- Developed an animation blend tree for player movement.
- Designed and implemented a base enemy class that was iterated on by other members to create more enemies.
- Won Best Game in the [2022 Rose Hack](#).

Unity3D Project - Roach Game - Lead Programmer and Designer

December 2021

- Created the movement system and camera controls for the 3rd and 1st person players.
- Set up an animation tree for a 1st person character, enabling the player to swap between different weapons.