Jason Iino

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https://www.linkedin.com/in/jason-iino-7b14751b1/
Projects: https://github.com/stars/Pixsea/lists/projects
Mockup website showing off Roach Game: https://chopkins0107.wixsite.com/roach-game
Patient Zero Website: https://hughesmedia.bio.uci.edu/patient-zero/

EDUCATION:

University of California, Irvine – B.S. in Computer Game Science **Graduating Spring 2021**

- 3.715 overall GPA
- Dean's List 6 quarters
- Relevant Courses: Python, C++, Game Design, Multiplayer Games, Unity, Maya, Databases, AI, Software design

SKILLS:

- Computer Languages: Python, C++, C#, MIPS assembly
- Computer Programs: Unity, Maya, Renpy, MYSQL, GitHub

EXPERIENCE:

UCI Computer Game Development Project - Roach Game - Lead Programmer and Designer **December 2021**

- Worked in a team of 5 to create an asymmetric local multiplayer game where one player plays as a human trying to exterminate a tiny roach
- Created movement and camera for 3rd person and first person players
- Set up an animation tree for a first person character to swap between different weapons

In Person and Remote Code Coach - The Coder School - Irvine, California **August 2021-Present**

- Working with kids new to coding utilizing curriculums tailored to their speed and abilities, to teach them Python and Scratch.
- Utilizing different techniques, such as metaphors and analogies, to gain understanding among students.

UCI, Patient Zero VR Game - Design Producer and Senior Programmer **January 2021-Present**

Design Producer

- Redesigning in game VR space using Unity, to better accommodate varying player heights, headsets, and physical abilities.
- Coordinating the art, programming, and design departments to realize the visual design and feel of the game.
- Maintaining the game's design document, to ensure the game's flow of events and visual design were clear to all departments.

Senior Programmer

- Working with existing C# code, to implement voice lines based on a player's progress and actions in a level.
- Implementing an event system to reduce dependability between objects, and to make the system usable in other levels.

UCI Capstone Project - Moist Party - Lead Programmer and Designer **January 2021-Present**

- A 4 player party game in Unity where players compete in a wide variety of minigames
- Developing the game's scoring system, base minigame infrastructure, and scene management system
- Creating minigames across a variety of scenarios, ranging from 3D platforming, to quick reaction tests
- Fine tuning existing minigames based on external playtest feedback, making them more engaging and intuitive to play

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.

RELEVANT PROJECTS:

- 3D Yoshi Model: Modeled and rigged a 3D model of Yoshi from Super Mario in Maya, that could use humanoid animations.
- 3D Interactive Front Lawn: Created a 3D interactive front lawn in Unity using models created in Maya. Players could interact with the world to make plants grow and dance.