


Jason Iino

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 [Linkedin](#)

 [Portfolio Website](#)

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, Unity, Maya, Data Structures, AI, Software design, 3D Modeling and Rigging, Computer Graphics and Render Pipelines, 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, ClickUp, Miro

WORK EXPERIENCE:

Programmer and Designer- Unscrolled

March 2023-Present

- Creating design documents that plan out level geometry, collectibles and enemy paths, guiding the player through a level, fleshing out ideas presented by the Design Director.
- Developing personas for our players, to best predict how users will react to moments in the game.
- Mediating discussions between different Designers to reduce conflicts and combine ideas.
- Collaborate with other departments, such as art and UI to implement assets.
- Creating a guard AI that uses state machines to patrol areas, listen for players, and pathfind towards targets.
- Polishing the game based on user feedback, matching dialogue and animations, as well as fine tuning the movement and camera systems for a smooth experience.
- Working under tight deadlines, to fix bugs prior to beta release.
- Testing the game and documenting bugs, ambiguous sections, and grammar mistakes on Clickup.

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 in the student's understanding.

AT&T Summer Learning Academy

Summer 2020

- An online externship that provided a curriculum covering business acumen, 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.
- Redesigned in game VR space using Unity, to accommodate varying player heights and physical abilities.
- Coordinated 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.
- 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.
- Worked with existing C# code, to implement events based on a player's progress and actions within a level, increase efficiency, and update it to work with new features.
- Implemented an event system to reduce dependency between objects, allowing others to work more efficiently.

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

January 2021-March 2022

- 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.
- Collaborated with designers to "find the fun" in our games, and to make them more dynamic and intuitive.
- Fine tuned existing minigames based on external playtest feedback, utilizing visual and audio effects to create the wacky and chaotic experience we intended.