

Jason Lino

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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, ClickUp, Miro, Word, Excel, Photoshop

WORK EXPERIENCE:

Unity VR/AR Developer / Unity Game Developer and Designer - Aria Spark

February 2025-Present

Aria VR/AR Developer

- Engineering AI prompts to identify useful and dangerous items in a user's workspace.
- Creating AR tools that allow users to measure and draw in their environment, assisting in physical DIY projects.

100 Day Siege game Developer/Designer

- Creating and designing a thematic world with new enemies and levels.
- Programming enemies with brand new mechanics using existing systems.
- Balancing levels and enemy stats to ensure the experience is challenging, but remains fair.
- Incorporating tester feedback to create balance and ensure new mechanics are communicated clearly.

Unity Game Developer and Designer - Genies

November 2023-February 2025

- Designed and programmed games in Unity to add to the company's gaming platform.
- Pitched game ideas that would engage users, and utilize the unique framework of the platform.
- Learned new tools and modified coding languages to utilize game development tools used within the company.
- Tested updates for the game development tools, created bug reports of any errors/problems found, and documented the limits of the development tools.

Unity Mobile Programmer and Designer - Unscrolled

March 2023-February 2025

- Created design documents that plan out level geometry, collectibles, enemy paths, and systems, fleshing out ideas presented by the Design Director.
- Redesigned the control and camera systems specifically for mobile devices to create a smoother experience.
- Worked with PlayFab to create login systems and manage account currencies.
- Collaborated with other departments to implement 2D and 3D art and UI assets.
- Polished the game based on user feedback and fixed bugs found in playtests, allowing rapid prototypes to be made.
- Tested the game and documented bugs, ambiguous sections, and grammar mistakes on Clickup.

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.
- 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.
- Constructed class diagrams, flow charts, and design documents to detail the feel and implementation of features.

Programmer

- Implemented an event system to reduce dependency between objects, allowing others to work more efficiently.
- Worked with existing C# code, to implement events based on a player's progress and actions within a level, increase its efficiency, and update it to work with new features.
- Play tested and wrote bug reports, noting any areas that were difficult to complete, or deviated from their description in the design documents.