Jason Iino

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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, 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 Game Developer and Designer - Genies   **November 2023-Present**

- Designing and programming games in Unity to add to the company's gaming platform.
- Pitching game ideas that will engage users, and utilize the unique framework of the platform.
- Learning new tools and modified coding languages to utilize game development tools used within the company.
- Testing updates for the game development tools, creating bug reports of any errors/problems found, and documenting the limits of the development tools.

Unity Mobile Programmer and Designer - Unscrolled   **March 2023-Present**

- Creating 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.
- Creating guard AI using finite state machines that search for and navigate towards the player.
- Working with PlayFab to create login systems and manage account currencies.
- Collaborating with other departments to implement 2D and 3D art and UI assets.
- Polishing the game based on user feedback and fixing bugs found in playtests, allowing rapid prototypes to be made.
- Working under tight deadlines, to fix bugs prior to beta release.
- Testing the game and documenting bugs, ambiguous sections, and grammar mistakes on Clickup.
- Communicating and working with teammates to fix bugs and implement complex mechanics.

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.

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.
- Collaborated with others to find the source of bugs and fix them.
- 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.