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, Mobile Games, Ubiquitous Games, Unity, Maya, Databases, AI, Software design, 3D modeling and rigging, User Interaction, Human Computer Interaction, Wireframes, Agile Development

SKILLS:

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

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.

UCI, UnityVR Game - Patient Zero - Design Producer and Programmer **January 2021-June 2022**

- A VR game created using agile scrum methodology. Made 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.

Programmer

- Worked with existing C# code, to implement voice lines based on a player's progress and actions in a level.
- Implemented an event system to reduce dependency between objects.

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

Physical Card Game - Toybox Bots - Designer **September 2021-December 2021**

- A 2 player card game where players create robots out of individual cards, then battle it out.
- Each card represents a robot piece, with each part possessing different stats, abilities, and synergies.

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, as well as a base enemy class that could easily be iterated upon to create more enemies.
- Won Best Game in the 2022 Rose Hack.

Unity3D Project - Roach Game - Lead Programmer and Designer **December 2021**

- Worked with a team of 5 to create an asymmetric, local multiplayer game, where one player portrays a human attempting to exterminate a tiny roach.
- 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.

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.