



Jason Iino

 (310) 955-7804

 jiino@uci.edu, jtiino00@gmail.com

 [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, Wireframes
-

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

- Working with kids new to coding, creating curriculum tailored to their abilities, to teach them Python and Scratch.
- Utilizing different techniques, such as metaphors and analogies, to aid the student's understanding.

UCI, Patient Zero VR Game - Design Producer and Senior Programmer

January 2021-June 2022

- [A VR game](#) created in association with the University of California, Irvine to teach biology concepts to students.

Design Producer

- Redesigning in game VR space using Unity, to accommodate varying player heights 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 flow of events and visual design are clear to all departments.

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 dependency between objects.

UCI Capstone 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.
- 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.

Toybox Bots Card Game - 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.

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](#).

Unity 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.