# **Shawn Lee**

# Game Developer

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- Singapore
- rawnyman.github.io
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# **Core Competencies**

- C / C++
- C#
- OpenGL
- SQL
- Python
- Unity
- Unreal
- GameMaker

#### Languages

#### **English**

**Full Working Proficiency** 

#### Mandarin

**Limited Working Proficiency** 

#### **Finnish**

**Elementary Proficiency** 

#### **Summary**

Programmer by trade and designer by heart. Been developing games since 2011, working from Flash to Unity.

Currently involved with live-service games and its monetization, retention and networking demands.

# **Professional Experience**

#### Mobile Game Developer, Cargo Studio

Jan 2021 - Feb 2022 | Singapore

Developed live-service mobile games with Unity.

Implemented networking using Mirror, AWS and Docker.

Implemented analytics using PlayFab.

# **Expandable Card Game Playtester,** PlaidHat Games

Sep 2017 - Nov 2020 | Singapore

Wrote detailed reports of gameplay experience and suggested changes. Coordinated with a global team of playtesters.

#### **Unreal Game Programmer,** The Major Game Company

Mar 2015 - Aug 2015 | Kajaani, Finland

Assisted in developing Combat Racers on Unreal Engine 4. Worked with the team from Steam Greenlight to publishing.

# **Education**

# Bachelor of Science in Computer Science and Game Design,

DigiPen Institute of Technology Singapore

Aug 2018 – Jan 2022 | Singapore

**Graduated Cum Laude** 

### Diploma in Digital Entertainment Technology (Games),

Nanyang Polytechnic

Apr 2013 - May 2016 | Singapore

Graduated with Merit

## **Awards and Scholarships**

**Dean's List,** DigiPen Institute of Technology Singapore

2020

Awarded for Fall and Spring 2020

**DigiPen Game Awards,** *DigiPen Institute of Technology Singapore* 2019

Nominated for Best Freshman Game, Technology and 2D Physics Nominated for Best Sophomore Game, Technology and Art

**Director's List,** Nanyang Polytechnic

2015

Awarded for all semesters.

# Integrated Infocomm Scholarship,

Infocomm Media Development Authority 2013

Awarded since Polytechnic til end of University

**Singapore Game Creation Competition,** *Nanyang Polytechnic* Champion for 2011 and 2012