

# Shawn Lee

## Game Developer

✉ l.zhengyishawn@gmail.com

☎ +65 96542171

📍 Singapore

🖱 prawnymen.github.io

## Core Competencies

C++

C#

Unity

Unreal

Game Design

OpenGL

## Languages

### English

Full Working Proficiency

### Mandarin

Limited Working Proficiency

### Finnish

Elementary Proficiency

## Summary

Programmer by trade and designer by heart. Been programming games since 2011 from Flash to Godot.

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

## Professional Experience

### Mobile Game Developer, Cargo Studio

Jan 2021 – Jan 2022 | Singapore

Developing live-service mobile games with Unity. Responsible for game networking using Mirror and setting up AWS servers.

### 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 – present | Singapore

Graduated Cum Laude.

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

Nanyang Polytechnic

Apr 2013 – Feb 2016 | Singapore

Graduated with Merit

## Awards

### 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

### Retro Game Jam Champion, James Cook University

2015

### Integrated Infocomm Scholarship,

Infocomm Media Development Authority

2013

Awarded since Polytechnic to end of University

### Singapore Game Creation Competition, Nanyang Polytechnic

Champion for 2011 and 2012