

# Shawn Lee

## Programmer

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📍 Singapore

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## Core Competencies

C / C++ (8 years)

C# (3 years)

OpenGL (2 years)

SQL (Familiar)

HTML / CSS / JS (Familiar)

Unity

Unreal

GameMaker

## 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 Unity.

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 – Apr 2022 | Singapore

Graduated Cum Laude

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

Nanyang Polytechnic

Apr 2013 – May 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