

Shawn Lee

Game Developer

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📍 Singapore

🖱 prawnyman.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 – Apr 2022 | 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