

Joel Lee

· GAMEPLAY PROGRAMMER ·

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Skills

Programming C# (4.5 years), Java (3 years), C++ (1.5 years), React-Native
Game Development Unity2D & 3D, Trello, Git, SourceTree, Agile Development, Jira

Experience

Forklift Simulator

Irvine, CA

UNITY ENGINEER

Aug 2018 - Present

- Used: Unity3D, C#/.NET, RestSharp, Json.Net, NLog
- Documented the process and code related to user log-ins and application start-ups.
- Conceptualized and prototyped new UX/UI features.
- Refactored client code for maintainability.
- Implemented a new logging/metrics system to quantify data from users and the system.

Projects

Trash Panda (Unity3D C#)

A 3D PLATFORMING EXPLORATION GAME DONE IN UNITY3D.

August 2017 - December 2017

- A 3D exploration game where you play as a raccoon stealing food from homes.
- Provided the initial game design.
- Implemented in-game and menu UIs, core gameplay functions, and level design adjustments.
- IEEE GameSig 2018 Semi-Finalist

When Worlds Collide

A TOP DOWN ARENA KNOCK OUT GAME.

May 2018 - June 2018

- Implemented collectables system.
- Implemented context based player character reactions during combat.
- Implemented a player skin customization system.
- Extended "finished" code to increase local co-op count and allow any mix of keyboard and controller inputs.

Very Generous Downwards Acceleration (Unity3D C#)

A SIDESCROLLER ACTION GAME DONE FOR A MONTH LONG GAME JAM.

July 2018

- Worked as the sole programmer on the team.
- Implemented the basic game loop and character controls.
- Designed and implemented a quick time event system for the core mechanic.
- Ship durability system that takes into account sub-durabilites from ship components.
- UI elements that display ship health, room status, menus, and a minimap.
- Persistent local leader boards.

Education

California State University Long Beach

Long Beach, CA

B.S. IN COMPUTER SCIENCE

2013 - 2017

Relevant Courses

Database Fundamentals(MySQL), Data Structure Algorithms, Introduction to C++, User Interface Design, Obj. Oriented App. Development in Java, .NET Programming (C# and LINQ)

Organizations

Video Game Development Association (VGDA)

Long Beach, CA

GAME PROGRAMMER (2014 - 2017)

March 2014 - 2017

- Worked as part of a large team to develop and publish one game as a club every semester.
- As a team, created engaging mechanics for the game.
- Used Unity C# to implement various features outlined by the design team.
- Oversaw a smaller group of team members to make sure features were implemented properly and smoothly.
- Helped develop a secondary team for more advanced projects.
- Taught newer members how the group is run and assisted in their introductions to Unity or C#.