Joel **Lee**

· Gameplay Programmer ·

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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)

Skills

Programming   C# (4 years), Java (3 years), C++ (1 year), MySQL (1 year), React-Native
Game Development   Unity2D & 3D, Trello, GitHub, Agile Development, Jira

Projects

The Last Arrow (Unity C#)

VGDA's game project for the Spring 2015 semester. *Jan 2015 - May 2015*

- https://vgda.itch.io/thelastarrow
- A top-down survival game where you, a lone heroine, must survive against an onslaught of demons in order to warn her people about an incoming invasion.
- Designed and implemented game levels and enemies.

Parasomnia (Unity C#)

VGDA's game project for the Fall 2015 semester. *Sept 2015 - Dec 2015*

- https://vgda.itch.io/parasomnia
- A 2D sidescroller with stealth-horror elements. The player must navigate a twisted incarnation of their home to discover the reasons behind their recurring nightmares.
- Implemented tile-based level generation and worked on tuning game balance.

Echoes of Tikkun (Unity C#)

VGDA's game project for the Spring 2016 semester. *Jan 2016 - May 2016*

- https://vgda.itch.io/echoesoftikkun
- A meditative, musical, cave exploration platformer that has our player solve rhythmic and musical puzzles to uncover the secrets behind the creation of his world.
- Designed and implemented puzzle rooms as well as the player's interactions with the NPC.

Dropp (React Native)

Mobile Project for CSULB's Senior Projects Class. *August 2016 - January 2017*

- A location-based social media app where messages and images can be pinned by users to a location in the real world for 24 hours, which then can be discovered by other users when they pass by the location.
- Built the UI for Android devices using React Native and Expo.

Trash Panda (Unity3D C#)

A 3D platforming exploration game done in Unity3D. *August 2017 - December 2017*

- https://vgda.itch.io/trash-panda
- 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

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#.