# Joel **Lee**

· GAMEPLAY PROGRAMMER ·

📱 (909)-973-0704    |    ✉ lee.joel395@gmail.com    |    🏠 requinn.github.io    |    🐙 Requinn    |    in lee-joel

## Skills

**Programming**  C# (4.5 years), Java (3 years), C++ (1.5 years)
**Game Development**  Unity, Unreal Engine 4, Trello, Git, SourceTree, Agile Development, Jira, Blender, Substance Painter

## Experience

**Forklift Simulator**                                                                                     *Irvine, CA*

UNITY ENGINEER                                                                                     *Aug 2018 - Nov 2018*

- Used: Unity3D, C#/.NET, RestSharp, Json.Net, NLog
- Documented and charted code regarding execution flow for the team.
- 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.
- Created new scenarios and exercises for clients through asset bundles.

## 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.
- Drafted 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 (Unity2D C#)**

A TOP DOWN ARENA KNOCK OUT GAME                                                       *May 2018 - June 2018*

- Implemented collectables system.
- Developed a context based player character reactions during combat.
- Created 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.
- Developed a ship durability system that takes into account sub-durabilites from ship components.
- Implemented UI elements that display ship health, room status, menus, and a minimap.
- Created persistent local leader boards.

## Education

**California State University Long Beach**                                                               *Long Beach, CA*

B.S. IN COMPUTER SCIENCE                                                                                     *2013 - 2017*

**Relevant Courses**

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*

- Collaborated with a large, multidisciplinary team to produce a finalized game every semester.
- Created engaging mechanics for a variety of games.
- Oversaw a smaller group of team members to make sure features were implemented properly and smoothly.
- Pioneered new development teams for more advanced projects.
- Taught newer members how the group is run and assisted in their introductions to Unity or C#.