**JOEY LEE**

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(832) 229-7931

Portfolio: https://leedjoey.wixsite.com/website

**EDUCATION**

# Bachelor of Science in Retailing & Consumer Science May 2022

University of Houston | Houston, TX

GPA: 3.93

# Associates of Applied Science in Game Design & Simulation Developer (Programming) Specialization May 2019

Lone Star College | Kingwood, TX

GPA: 3.58

**WORK EXPERIENCE** \_\_\_\_\_

**Marketing** | David Peck | Houston, TX January 2022– June 2023

* Worked on website and SEO to help increase page views and ranking on Google search engine.
* Found ways to automate applications with each other to avoid having to manually input information.
* Created monthly magazine release (Maison) & oversaw e-mail campaigns for our clients.
* Oversaw a team of interns to complete daily marketing tasks.

**Software Engineer** | Cyberdefenses | Houston, TX July 2019 – July 2020

* Worked with clients to help upgrade their software, as well as maintain it
* Helped fix client bug that they have had for months
* Helped make a step-by-step guide on how to install our company’s product for our clients

**Tutor** | Horizons |Houston, TX June 2008 – June 2010

* Created, organized, and evaluated worksheets and study guides for students ages 5-11
* Pinpointed where students struggled, and then adapted teaching style to better accommodate those students
* Helped improve student scores by up to 10 percentage points for assessments given at learning center
* Effectively communicated with students and taught them the basics of elementary math

**ACADEMIC PROJECTS** \_\_\_\_\_

# Steal Away Computer Game Spring 2019

* Developed 2.5D rogue like platformer game using Unity
* Collaborated with art department to make a working game in the Unity engine and organized a channel for our group to communicate with each other efficiently and effectively
* Made controls for player movement compatible with computer keyboard and worked on the user interface
* Responsible for building levels based on artist sketches (2 worlds, resulting in 9 levels)

# Tic Tac Toe Program Fall 2018

* Developed a Tic tac toe program in C++
* Made the player play against an AI that would always make the correct move to win
* Tic tac toe board could be in either a 3x3, 4x4, or 5x5 play size

**SKILLS AND CERTIFICATIONS** \_\_\_\_\_\_

# Programming Languages: Java, C#, C++, Python Game Engines: Unity

**Certifications:** The Ultimate Guide to Game Development with Unity 2019 **Languages:** Conversational Mandarin Chinese

**HONORS**

* Dean’s List Fall 2020 – Spring 2021
* President’s List Fall 2017 – Spring 2019