Lee Brewington

Roblox Game Developer
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Roblox Developer with over 7 years of experience in scripting, game mechanics, and the Roblox API. Passionate about problem-solving and optimizing game environments for performance and scalability.

Skills

- **Programming**: Lua/Luau, Promises, Maids, Signals, ProfileService, Knit framework, OOP concepts, Component-based Architecture, Recursive and Functional Programming Techniques
- **Roblox Studio**: Comprehensive Knowledge of Roblox API, Client/Server Architecture, Game mechanics design, advanced math and CFrames, viewports, animations
- **UI/UX Design**: Creating user-friendly interfaces with seamless navigation and effects
- **Problem Solving & Optimization**: Very high attention to detail and years of programming experience have lead to an increased efficiency in both writing and debugging code
- **3D Modeling**: Blender, Photoshop, Substance Painter; familiar with the UGC process

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Projects & Contributions

One 2 One Games
Solo Developer – Responsible for all aspects of design, development, and maintenance
- *Catalog Tester – https://www.roblox.com/games/1234089431*
    - Community-focused avatar experience featuring a comprehensive and robust catalog system
    - Active game for over 7 years with over 5 million visits!
- *Catalog Cutie – https://www.roblox.com/games/16818245892*
    - Designer outfits featuring many unique and immersive systems to increase player interaction
    - In game editable mannequins, mannequin interaction, dressing rooms, top voted outfits section
- *Candy Cane Craze – https://www.roblox.com/games/11810959312*
    - Holiday-themed simulator focused on collecting rare candy canes using hoverboards

Lone Star Bar – *https://www.roblox.com/games/16734634422*
- Game wide voice chat effects utilizing new Audio API, similar to On Tap's system
- Custom drink system for all aspects of mixing, placing, sharing, and drinking

Commissions
- Designed game mechanics for a simulator, tycoon, and find item game for Games Wire studio
- Developed a viewport selfie camera system for Ultimate Home Tycoon and Baybrook RP

Game Jams
- 2024: lead programmer for Brick Defenders, utilized pathfinding to create dynamic AI enemies, developed a custom toolbar system, and implemented an animation based cutscene system
- 2023: lead programmer for Gravity Games, learned advanced CFrame math and optimizations to create a unique "upside down" map for a freeze tag style game

Dev Forum – https://devforum.roblox.com/u/DJX_D/summary
- Active participant since 2017, daily reader and always up to date on latest Roblox features

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Education

B.S. Biological Engineering
University of Missouri - Columbia