Yohji Kusakabe

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PROFILE

Computer Science student whose interests are software design for mobile and desktop applications, game design, and computational vision. github.com/ykauji.

EMPLOYMENT HISTORY

Intern Game Developer, High 5 Games

May 2018 – Aug 2018, New York

- Developed prototypes for new game concepts using C++ and Lua.
- Worked extensively with a team of art/marketing/programming interns to create a new game using Unity utilizing Scrum practices.
- Presented the game and marketing campaign to the CEO and the company!

EDUCATION

Hunter College

Sep 2014 – May 2019, NYC

- Relevant Coursework: Data Structures (C++), Discrete Structures, Software and Algorithm Design,Computer Architecture, Computer Theory, Android Development, Operating Systems.

PROJECTS

2D RPG Platformer Game, "Rogue-like"

Implemented in class concepts such as data structures and algorithms through application of graphical interface, user input and data storage. Working animation, basic enemy AI, UI and created level editor using Tiled and creating a .tmx parser to implement loading terrain, platforms etc. into game. Created using C++.

Yelp Ripoff!

Android app that is basically "Yelp" designed to cater to local entertainments/events. Created visual design in XML and Android Studio with features such as geolocation, leaving reviews etc. Implemented Google Maps API for each location and stored all information ie. reviews, location, profiles in organized file structure using Google Fire Store.

Western Slots Game

High 5 Games

Worked with team of interns to design a production level slots game! I was in charge of implementing the base game and it's mechanics i.e, reel physics, game flow/state, game specific mechanics, implementing animations/particles, UI etc. I probably can't say anymore! Implemented in Unity w/ Collaborate.

DETAILS

6 Varick St

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347-920-8836

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SKILLS

C++

Java

XML

C#

Lua

Unity

Xcode

Linux OS

LANGUAGES

English

Japanese

C++

HOBBIES

Video games, eating and travel!