

# YOHJI KUSAKABE

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## ◦ DETAILS ◦

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## ◦ SKILLS ◦

C++  
Java  
XML  
C#  
Lua  
Unity  
Xcode  
Linux OS

## ◦ LANGUAGES ◦

English

C++

Japanese

## ◦ HOBBIES ◦

Video games, eating and travel!



## PROFILE

Computer Science student whose interests are software design for mobile and desktop applications, game design, and computational vision. [github.com/ykauji](https://github.com/ykauji).



## EDUCATION

### Hunter College, NYC

September 2014 – May 2019

Degree: Bachelors of Art in Computer Science

- 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.

### Autocomplete

Created a autocomplete program that receives a prefix and returns completed words that begin with said prefix efficiently. C++.



## EMPLOYMENT HISTORY

### Intern Game Developer at High 5 Games, New York

May 2018 – August 2018

- 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.
- Presented the game and marketing campaign to the CEO and the company!



## Customer Sales Representative at Tony Moly, New York

2016 – 2017

- Retail assistant and cashier for Korean cosmetics company.