

Jason Chiu

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EDUCATION

University of California, Irvine - Bachelor of Science, Computer Game Science Major, Expected June 2016

SKILLS

Workflow: Git, Asana, Trello, Agile, Waterfall, Rapid Prototyping

Programming Languages: Proficient in C#, HTML/CSS, JavaScript. Experience with Angular.js, PHP, C++, Java.

Tools: Microsoft Word and Excel, Eclipse, Microsoft Visual Studio, Sublime Text, Windows, OSX, Bash

Spoken Languages: English, Mandarin Chinese, Spanish

ACTIVITIES

Vice President, Video Game Development Club @ UCI

May 2014 - Present

- Interacted and negotiated with companies such as Blizzard, Red 5, and Obsidian to organize game jams, hold speaking events, and present career opportunities for a club with 80+ active participants as their vice president.
- Work with faculty in the school of Information and Computer Science to organize large-scale events such as game demo days for the senior capstone projects, and to plan logistics for faculty-invited speakers and events.

Lead Organizer, HackUCI - UCI's first student organized Hackathon

February 2014 - May 2014

- Initiated sponsorship cold calls and outreach to various companies in Orange County as a lead organizer.
- Worked with a team of 10 organizers to negotiate with companies such as Lob, General Assembly, and Cylance.
- Kept track of funds, confirmed/rejected sponsors and food logistics in an excel spreadsheet.
- Directed 20 volunteers, planned/executed logistics of the event including set-up, food/snacks/caffeine runs, clean-up.

Webmaster, Taiwanese American Organization @ UCI

June 2014 - June 2015

- Updated organization website weekly with recent photos and new events, built site with HTML/CSS/Javascript.
- Develop website /organize Lantern Festival, an annual event that draws 600+ attendees, promoting Taiwanese culture.

PROJECTS

Lead Programmer, LifeCycle

September 2014 - Present

- Worked with a team of 12 to create a platformer in Unity C#, featuring an avatar exploring a war-torn futuristic world.
- Implemented core mechanic such as object hiding/revealing interaction with light, save points, and switches.

Producer, Project Blood

September 2014 - Present

- Directed 10 developers to make a rogue-like crawler in Unity, written in C#, received semi-finalist at IEEE Gamesig 2015.
- Lead team meetings, organized feature jam sessions, responsible for version control and project pitches/presentations.

Environment Designer, On with the Show

January 2014

- Wrote background story, specified environment/theme and designed features for a puzzle platformer written in C# XNA.
- Created background art assets, organized sound assets, and designed the teleportation abilities in the game.

WORK EXPERIENCE

Student Ambassador, The Portal

January - Present

- Organize workshops on topics such as web development and content marketing, directed at improving student skillsets.
- Communicate with industry professionals to arrange opportunities/partnerships, maintain content for company website.

Campus Ambassador, Readyforce (acquired by InternMatch)

September - November 2014

- Represented ReadyForce at UCI's Tech Career Fair, collected 300+ resumes and talked with 800+ attendees.
- Negotiated with various club/organization leaders to market ReadyForce through Facebook groups.

Research Assistant, California Plug Load Research Center

April - December 2014

- Developed assets for Painbuddy, a tablet app designed for terminally ill children at Children's Hospital Orange County.
- Utilized Iclone and 3dxChange to produce animations, identified/fixed polygon count problem with application.