

JASON CHIU

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Relevant Experience:

Research Assistant, California Plug Load Research Center

April 2014 – Present

- Animate models using iClone and 3dxchange, and integrate with Unity3D application.
- Develop an application for the Children's Hospital Orange County (CHOC) that integrates an avatar with a survey for the children to interact with as they provide important information to medical staff.

Vice President, Video Game Design Club at UCI

October 2013 – Present

- Organize club events and network with industry individuals to have speaker events and workshops.
- Aid prospective students, providing them with game projects, equipment and advice to reach their goals.
- Produce "Loki", a 3D dungeon crawler game, supervise production and progress of other club projects.

HackUCI, Lead Organizer

March 2014 – May 2014

- Outreach and negotiate with potential companies in Irvine to raise funds for event.
- Plan out 36 hour hackathon event that brings students from all over Orange County to create and code.
- Create email templates, manage volunteers and supervise execution of the hackathon.

Webmaster/Staff, Taiwanese American Organization at UCI

September 2013 – Present

- Organize weekly boothing fundraisers, staff club events, promote awareness for Taiwanese students.
- Develop, maintain, and update organization website with weekly events, polls and surveys.
- Stage Hand and Audio Technician for annual Café Night student-run performance.

Gameplay Designer / Programming Director, The Campaign Games

June 2013 – April 2014

- Design and implement combat system for *Xavier Mosiac – Prince Asyrias*, a 3D hack and slash game.
- Manage code repository and programming tasks, mentor other programmers.

Relevant Information and Skills:

Education:

- University of California, Irvine ('16)
Computer Game Science Major

Languages spoken:

- American English
- Mandarin Chinese
- Spanish

General Skills:

- Word, Excel, PowerPoint, Publisher
- Can work with OSX & Windows
- Willingness to learn and adapt
- Agile Development

Technical Skills and Software:

- Java
- C++
- Unity 3D
- Git/SourceTree
- Autodesk 3DS Max
- iClone & 3dxchange Pipeline