

# Jason Chiu

Email: [jchiu5@uci.edu](mailto:jchiu5@uci.edu) Phone: (408) 799-8066  
Website: [Jasonthechiu.com](http://Jasonthechiu.com) Github: <https://github.com/foreza>

## EDUCATION

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

## SKILLS

**Version Control & Workflow:** Git, Asana, Trello, Agile, Waterfall

**Programming Languages:** C#, C++, Java, HTML/CSS, JavaScript, Angular.js

**Tools:** Microsoft Excel, Eclipse, Microsoft Visual Studio, Sublime Text

**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 outreached 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 - Present

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

## PROJECTS

### Producer, Project Blood

September 2014 - Present

- Directed a team of 10 students to make a rogue-like crawler with stealth elements in Unity engine, written in C#.
- Lead meetings, organized feature jam sessions, managed repository, designed/implemented various mechanic.

### Producer, FoodRun

September - December 2014

- Directed a team of 9 new students to make a two-player food fighting game, written in Python.
- Set up repository, taught basic source control, held design/issue meetings, organized Agile development sessions.

### 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.