Jason Chiu

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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
Tools: Microsoft Excel, Eclipse, 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.
- Planned and held programming workshops that help students prepare for whiteboard exams and design problems.

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.
- Organize Lantern Festival, an annual event that draws 600+ attendees promoting Taiwanese culture, with a team of 10.

PROJECTS

Producer, Project Blood   September 2014 - Present
- Directed a team of 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 a spin mechanic.

Producer, FoodRun   September - December 2014
- Directed a team of new students to make a two-player food fighting game, written in Python.
- Set up repository, taught basic git usage, held design meetings, and organized Agile development sessions.

Environment Designer, On with the Show   January 2014
- Wrote background story and designed features for a puzzle platformer during a game jam, written in C# XNA.
- Created background art assets, organized sound assets, and designed the teleportation abilities in the game.

WORK EXPERIENCE

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.
- Created child-friendly 3D animations, fixed rig by adjusting T-pose and changing weights, created design wireframes.
- Learned Iclone and 3dxChange to produce animations, identified polygon count problem with assets for the application.