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| **Jason Chiu** | | |
| **Email**: jchiu5@uci.edu | **Phone**: (408) 799-8066 | |
| **Website**: [Jasonthechiu.com](file:///C:\Users\jchiu5\AppData\Local\Temp\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  **Tools:** Microsoft Excel, Eclipse, Sublime Text  **Spoken Languages:** English, Mandarin Chinese, Spanish  **ACTIVITIES** | | |
| **Vice President,** [**Video Game Development Club @ UCI**](http://vgdc-uci.com/) 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**](file:///C:\Users\jchiu5\AppData\Local\Temp\hackuci.com) 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**](http://taouci.com) 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 J**anuary 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)**](http://www.readyforce.com/) | | 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**](http://www.calplug.uci.edu/) | | 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. | | |
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