

Hon Lee

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EDUCATION

University of Michigan

Ann Arbor, MI

Bachelor of Science in Engineering in Computer Science

May 2023

GPA: 3.3 / 4.0

Courses: Data Structures and Algorithms, Practical Programming in Java, Introduction to Computer Organization, Foundations of Computer Science, Web Systems, Software Engineering, Database Management Systems, Computer Game Design and Development, Video Game Music

SKILLS

Programming Languages: C/C++, C#, Java, Python, HTML (Flask), CSS, JavaScript (React, JSON, REST API), SQL

Software: Unity Engine, Unreal Engine, Git, Jira/Confluence, Android Studio, Visual Studio, Amazon Web Services

Languages: Proficient in Korean

WORK EXPERIENCE

Gaudium, Inc

Ann Arbor, MI

Programming and Localization Intern

Jan. 2021 - Present

- Import and maintain localized in-game Korean texts into the game interface using the Unity Engine, and C# script to establish a review process with team members.
- Act as a liaison between the current team and the Korean art company through Slack to facilitate a successful validation process between the two parties.
- Design and verify test cases using the .NET unit test framework for C# to secure that all aspects of the game meet the quality standards.
- Compile 25+ detail-oriented bug reports after each playtesting section using Jira to track said bugs and ensure a quality product, achieving 100,000+ downloads on Google Play Store.

BlueBird Studios

Waianae, HI

Game Developer

Dec. 2021 - Present

- Import and maintain juice elements such as SFXs into the gameplay levels using Unity Engine, and C# script, ensuring players experience a more immersive feeling while playing the game.
- Design and develop 3 game levels using Figma according to the global vision of the game, and the engagement curve, achieving 200+ alpha test counts on itch.io.
- Collaborate closely with other programmers on the refinement of designs, and new features of the game.

PROJECT EXPERIENCE

Project LIGHT: Prototype – Game Project

Ann Arbor, MI

Gameplay Programmer – WolverineSoft Studio

May 2022 - Present

- Design and construct the three unique combat systems for both a player and an enemy.
- Responsible for maintenance across the codebase throughout the entire development process.
- Collaborate with the designers and other programmers for the optimal process development of assigned features.
- Document each C# script with detailed explanations and examples to ensure a wide range of variability for future developers.

WolverineSoft 2022 Summer Beach Game Jam: “High Tide” – Game Project

Ann Arbor, MI

Programming Lead

July 2022

- Lead a team of five to design and develop a beach-themed 2D-tower defense game in a game jam, resulting in getting 2nd place out of 7 entries for the Best Game Overall Award.
- Implemented and managed enemy data management and spawn systems utilizing Scriptable Objects in Unity Engine and Object Pool Design Pattern, resulting in winning the Gameplay & Mechanics category.
- Mentored three teammates to assist in introducing agile workflows, and Unity Engine interface, allowing the game to be released on time without encountering any merge conflicts throughout the development process.