

# Jason Komoda

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## Education

**University of Denver** – Denver, CO

Bachelor of Science in Animation and Game Development

**Expected Graduation: June 2018**

- Major GPA: 3.9

**Mahidol University International College** – Salaya, Thailand

**September 2016 – December 2016**

- Study Abroad

## Technical Skills

**Languages:** Java, C#, C++, HTML, CSS, Javascript, LEGv8 Assembly

**Tools:** Git, SVN, WebGL, UNIX shell, Vim, Junit

## Work Experience

**Live in the Game LLC** – Tempe, AZ

**May 2017 – September 2017**

*Programming Intern*

**Model Weapons Expert** [Unity3D, C#]

- Added a shooting range area to the storyline by making it accessible after completing objectives.
- Created a new shooting and reloading system for multiple guns using raycasts and projectiles.

**Mirrored** [Unity2D, C#]

- Revised the quest system by adding more quests and fixing game-breaking quest bugs.
- Implemented cutscenes and a weather system using particle systems, sounds, and canvas elements.

## Projects

**Ski-Royale** (Fall 2017 - Present) [Unity2D, C#]

[jasonkomoda.github.io/Ski-Royale](https://jasonkomoda.github.io/Ski-Royale)

- Created split screen multiplayer using multiple cameras, layer masks, and other UI elements.
- Developed an item system that uses a RNG and current player state to determine the item on pickup.
- Implemented a combat system consisting of projectiles, collisions, health, and physics.

**CollectNCapture** (Spring 2017) [UE4, C++, Blueprints]

[github.com/jasonkomoda/CollectNCapture](https://github.com/jasonkomoda/CollectNCapture)

- Programmed enemy AI movement and shooting using a behavior tree.
- Implemented a game mode and game state system, 3D animations, custom materials, terrain, particle systems, sound effects and HUD using widgets.

**Spidey-Sense** (Spring 2016) [Unity 2D, C#]

[jasonkomoda.github.io/Spidey-Sense](https://jasonkomoda.github.io/Spidey-Sense)

- Designed and implemented enemy movement, particle systems, sprite animations, coroutines, sound effects, level progression, and saving/loading using a singleton game model.

**Color Pass** (Winter 2015) [Unity 2D, C#]

[jasonkomoda.github.io/Color-Pass](https://jasonkomoda.github.io/Color-Pass)

- Implemented random spawning, collision, sounds, and level progression to create an endless survival game.