

Jason Komoda

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Education

University of Denver – Denver, CO

Bachelor of Science in Animation and Game Development

- Major GPA: 3.9

Expected Graduation: June 2018

Mahidol University International College – Salaya, Thailand

- Study Abroad

September 2016 – December 2016

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#]

github.com/jasonkomoda/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, hit animations, and physics.

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

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#]

github.com/jasonkomoda/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#]

github.com/jasonkomoda/ColorPass

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