

# Jason Komoda

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## Education

**University of Denver** – Denver, CO

Bachelor of Science in Animation & Game Development

Expected Graduation: **June 2018**

- Major GPA: 3.93 | Overall GPA: 3.71
- Dean's List (Fall 2014, Winter/Spring 2016)

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

**September 2016 – December 2016**

- Studied Thai language and culture which helped me quickly adapt to a new and foreign environment.

**Pearl City High School** – Pearl City, HI

Graduated: **May 2014**

- GPA: 4.1

## Work Experience

**Zippy's Restaurant** – Waipio, HI

**June 2016 – September 2016**

*Assistant Cook*

- Worked with a team of many other cooks to get food out to customers in a timely manner.
- Was very productive in the kitchen, especially under pressure during peak business hours.

*Counter*

**June 2015 – September 2015**

- Communicated efficiently with the kitchen and other counter workers to provide quick and quality customer service.

## Projects

**Color Pass** (Winter 2015) [Unity2D, C#]

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

- Implemented random generators, sprites, collision, and sounds to create a simple survival game.

**Spidey-Sense** (Spring 2016) [Unity2D, C#]

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

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

**Personal Website** (Winter 2017) [HTML, CSS]

[jasonkomoda.github.io](https://jasonkomoda.github.io)

- Designed and developed a multi-page website using basic HTML and CSS practices to share some of my best life experiences, hobbies, and projects.

**CollectNCapture** (Spring 2017) [Unreal Engine 4, C++]

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

- Third-person shooter/strategy game that I'm currently working on.

## Technical Skills

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

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