

Jason Komoda

jason.komoda@gmail.com | 808.389.3619

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

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

Bit Maps (Winter 2016) [Visual Studio, C++]

github.com/jasonkomoda/Bitmaps

- Save and load data from 24 and 32 bit bitmap files by using file I/O streams.
- Manipulated the rgba values by implementing threads and parallel edge detection with a shared queue.

Spidey-Sense (Spring 2016) [Unity2D, 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 game model.

Personal Website (Winter 2017) [HTML, CSS]

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.

Technical Skills

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

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