

Jason Lin

EXPERIENCE

jNet ThingsX

San Jose — Embedded System *Software Engineer*

Aug 2015 - Sept 2017

- Developed JavaCard OS using C and Java for the source code, C# as the testing framework; strong understanding in embedded system architecture, RTOS and Cryptography.
- Completed various projects, including ePassport solution contracted to Infineon Technologies and EMV JavaCard solution with VISA and MasterCard.

PROJECTS

Void Reality

Twisted Narrative Game using Unity3D

10/27/2017 - 11/17/2017

A three week project in a team of 3 developers to develop a playable game that includes a twisted narrative prompt, “After all, Time Travel Is Possible”. Was the game designer in the team, responsible for designing the game level, envisioning the game design, and implement part of the game mechanics.

Throw Back

Emotion Game using Unity3D

10/17/2017 - 10/27/2017

A two week project in a team of 2 developers to prototype a playable game that successfully represents an emotion - nostalgia - during the gameplay. Was the programmer in the team, responsible for implementing core game mechanic, game features, various scripts and UI design.

Walk & Avoid

Verb Game using Unity3D

09/29/2017 - 10/13/2017

A two week solo project to prototype a playable game that successfully demonstrate two verbs incorporated into the core game mechanic.

SKILLS

Most comfortable with:

C, C++, Java, C#

Experienced with: Python, Javascript, HTML5, CSS3

Tools and knowledge:

Unity3D, Git, Scrum, AngularJS

LANGUAGES

Fluent in English and Mandarin

CONTACT/LINKS

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[jasonlin0815](https://www.linkedin.com/in/jasonlin0815)

Github:
<https://github.com/jlin116>

Portfolio:
jasonlin0815.github.io

EDUCATION

UC Santa Cruz, San Jose CA

Master of Science in Games and Playable Media

Sept 2017 - Present

Purdue University, West Lafayette IN

Bachelor of Science in Computer Engineering

Aug 2011 - May 2015