

Justin Ly

Game Developer

Brooklyn, NY

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<https://justin-yin-ly.github.io/portfolio-website/>

Summary

Passionate game developer looking to put that passion to use in the industry. Proficient in utilizing critical thinking and problem solving skills. A team player who works well with others to identify and analyze conflicts, and then coordinate and deploy a solution quickly.

Skills

Digital Development Proficiencies

C#, GDScript, HTML5, JavaScript (ES6), CSS3, Python, SQL, OOP

Software Proficiencies

Unity, Unreal Engine, Godot, Visual Studio, Visual Studio Code, Wwise, Ableton, FMod, Reaper

Web Technology Proficiencies

Angular, AWS, Expo, Firebase, Jest, Node, PostgreSQL, Puppeteer, React, React Native

Education & Honors

CareerFoundry - Full Stack Web Developer

July 2023 – July 2024

Rochester Institute of Technology - Golisano College of Computing & Information Sciences

Bachelor of Science in Game Design and Development, magna cum laude

GPA: 3.78

August 2018 – August 2022

Dean's List | Fall 2018 – Fall 2021

Additional Info

Interests: Game Development, Gaming, Writing, Drawing, Storytelling, Baking, Ice-cream Making

Other Skills/Proficiencies: Writing, Typing, Fast Learning, Problem Solving, Adaptability, Chinese Zither (Guzheng)

Projects

Cafe At The End of Time | Lead Coordinator, Game Developer | Brooklyn, NY

September 2024 – Present

- Took part in a small game jam to create a themed project within a limited time span
- Conceptualized and developed core mechanics in the Godot game engine
- Took initiative to develop project further beyond initial scope to achieve more in a full-fledged game

Tabletop RED | Lead Coordinator, Solo Developer | Brooklyn, NY

September 2023 – Present

- Spearheaded a non-profit fan-project for the tabletop role-playing game system 'Cyberpunk RED' by R. Talsorian Games
- Developed a functional application for character creation and character sheet management using the Godot game engine
- Planned for further development and conversion into a virtual tabletop project, akin to Roll20 or One More Multiverse

Professional Experience

ChangelingVR | Development Team Lead, Level Designer, Programmer | Brooklyn, NY

May 2022 – August 2022

- Led a team in the iteration, ideation, and development of a new level centered around the game's established narrative
- Communicated between project leads and other teams to present clear expectations and improve collaborative efforts
- Maintained thorough documentation of development work and design decisions for the sake of future teams to iterate on

Skyline Studios | Co-founder, Lead Coordinator | Brooklyn, NY

June 2020 – Present

- Assembled and led a team of talented individuals to create story-driven video games and other narrative-focused content
- Designed and developed primary game systems to create memorable interactive experiences for consumers
- Iterated on existing design, innovated within the field, and made products unique and attractive to consumers

Volunteer Experience

Local Community Swap Meet | On-site Coordinator | Brooklyn, NY

November 2022 – Present

- Volunteered at local libraries to manage regular events involving the exchange of donated items
- Coordinated with fellow volunteers to sort items and manage crowd of participants
- Ensured an orderly experience for event-goers and provided assistance when needed