

GREY LEE

greysv.lee@gmail.com | 703-226-9039 | Boston, MA | leesgrey.github.io

WORK EXPERIENCE

Demiurge Studios

July 2023 – August 2025

Associate Software Engineer

Boston, MA

- Developed features for Riot Games' live-service game Teamfight Tactics across PC and mobile clients
 - * Supported bi-weekly patches and bi-annual set releases to over 33 million global players
 - * Added functionality to the around-game Team Planner such as supporting multiple teams and sets to boost retention
 - * Provided subject matter expertise for developing the Chromium PC client with Ember.js
 - * Implemented mobile and in-game features in a proprietary C++-based engine to maintain parity between platforms
 - * Guided a team of artists as the sole engineer to implement a mobile home page redesign
- Created internal prototypes in Unity and Unreal Engine for client pitches and proofs of concept

myBlueprint

May 2021 – May 2022

Front End Engineer Intern

Toronto, ON

- Contributed to a digital portfolio platform for K-12 students used by over 50 school districts across Canada
- Developed features to support competency and evidence-based learning in React
- Researched and implemented web accessibility practices such as WAI-ARIA to meet WCAG 2 AA accessibility standards

Centivizer

September 2020 – April 2021

React Game Developer

Toronto, ON

- Created cognitive assessment games with React for behavioral scientists and over 500 study participants
- Developed UI for the video calling feature of an exercise application for the elderly
- Designed an admin dashboard in Figma to monitor usage and statistics for care homes and researchers

CNN

June 2019 – August 2019

Broadcast Engineering & Systems Technology Intern

Washington, D.C.

- Provided technical support across divisions of CNN such as newsgathering and broadcasting
- Presented design adjustments to improve the visibility of podcast features on article webpages

PROJECTS

Game Development | Godot (GDScript), Unity (C#), Figma, Blender

May 2018 – Present

- Regularly develops solo games across a variety of genres and engines, primarily Godot
- Collaborates with others as a programmer and designer for game jams and long-term projects
- aspects of development such as illustration, music composition, and 3D modeling

Esports News Project | TypeScript, React, Next.js, Tailwind, Express

August 2025 – Present

- Contributing to a community-driven news website for a popular esports, to be published in early September 2025
- Updating the Next.js front-end and supporting REST API development with Express

Discord Bots | Python, SQLite

August 2022 – Present

- Develops and maintains several self-hosted interactive Discord bots created in Python
- Simulates and tracks a messaging-activity-based currency with a Sqlite ORM for individual users and servers

EDUCATION

University of Toronto, St. George Campus

Toronto, ON

Bachelor of Science in Computer Science

July 2023

TECHNICAL SKILLS

Languages: JavaScript/TypeScript, C++, Python, HTML/CSS, C#, SQL, Java, C

Frameworks: React, Next.js, Ember.js, Node.js, Express, Tailwind, Storybook, Jest

Tools and Engines: Git, Perforce, Figma, Blender, Unreal Engine, Unity, Godot

Interests: Game design and development, classical music performance, historical fencing