

# LILIAN SUN

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**Education** **Massachusetts Institute of Technology (MIT)** Cambridge, MA  
BS in Computer Science and Comparative Media Studies June 2015

**Work** **Kinems, Inc** Boston, MA  
*Intern* October 2014-May 2015

- Developed a Flash mini-game called *Clockoo* for the Kinect, designed to help children with various learning disabilities
- Connected *Clockoo* to existing Kinems framework to allow therapists and educators to customize the game

**Massachusetts Digital Games Institute** Worcester, MA  
*Lead Programmer* May 2014-August 2014

- Worked with a team of six people over eleven weeks to develop and launch a commercial iOS and Android game
- Built the basic foundation of gameplay and managed 2D and 3D assets
- Managed and distributed iOS builds of the game through TestFlight
- Set up the lab's four teams with Perforce version control

**MIT Computer Graphics Group** Cambridge, MA  
*Undergraduate Researcher* June 2012-August 2013

- Designed and coded various interactive web applets that visualize and demonstrate image processing and manipulation techniques
- Designed and coded an interactive web-interface and web-player for video lectures using raw stroke data instead of video files

**Awards** **Third Place Team - MIT iOS Game Development Competition** 2015  
Cat's Law of Universal Cake

**First Place Team - MIT iOS Game Development Competition** 2014  
Solar Sprint

**Skills** Languages: HTML5, CSS, JavaScript, jQuery, Objective C, ActionScript, C#  
Engines: Unity, Starling, SpriteBuilder, Cocos2D, Phaser  
Version Control: Github, Perforce  
Development: Agile/Scrum, Kanban  
Software: Adobe Photoshop, Adobe Illustrator