MASATO LIN

Los Angeles | 626-316-9836 | linkedin.com/in/masatolin | github.com/masatolin | linmasato16@gmail.com

TECHNICAL SKILLS

Languages: C++, C, C#, Java, Python.
Developer Tools: Unreal, Unity, Visual Studio, Rider, Git, Github, Perforce, Jira.

WORK EXPERIENCE

Gameplay Engineering Intern | **Toys for Bob** | *Unreal, C++*   **Jun. 2023 – Sept. 2023**
- Worked on **Crash Team Rumble**, a 4v4 Team-based Competitive Character Action game using Dedicated Server model
- Expanded on Gameplay Ability System to add Gameplay Effects for designers to modify incoming and outgoing damage.
- Engineered system for designers to temporarily add knockback to attacks without knockback data with Gameplay Effects.
- Troubleshooted character ability bugs, reducing client misprediction, and correcting replication of ability conditions.
- Collaborated with engineers to optimize memory for PS4 builds through dynamic badge loading before a match.
- Reported to a Senior Software Engineer and cooperated with Designers for task clarification and prioritization.

Teaching Assistant for Mobile Game Programming | **USC** | *Unity, C#, C++, Visual Studio*   **Aug. 2022 – Dec. 2023**
- Advised 21 students with assignments recreating mobile games like Candy Crush and Subway Surfers.
- Assisted and debugged code for 30+ students with their video game assignments during class.

PROJECTS

UI and Combat Engineer | **Manas** | *Unreal, C++*   **Jun. 2022 – May 2023**
- Third Person Action Game based on a Kyrgyz Epic. Featured on a Kyrgyz radio station.
- Developed UI for player stats, health bars, and interactive tutorial popups with feedback from Art and Design. Popups can be triggered and modified through a blueprint node on the Main Quest flow, allowing flexibility to designers.
- Architected dialogue system for NPC conversations with working audio and subtitles. Imports a CSV file for ease of use for Narrative to add new lines and Audio to hook up audio files.
- Expanded combat damage system and camera position transitions when talking to an NPC.

Lead Engineer | **Myriad Magnets** | *Unity, C#*   **Jun. 2022 – Jul. 2022**
- Relaxing Underwater Magnet Puzzle Game made with a team of 4.
- Engineered magnetic, momentum-based movement with 3 magnetic point types and 3 hazard types.
- Designed and tuned tutorial levels and chase sequence, collaborating with the Designer and iterating with playtests.
- Organized and assigned tasks to the team to create Alpha, Beta, and Gold Master builds.

Building Mechanics Engineer | **Turtle Town** | *Unity, C#*   **Jun. 2021 – May 2022**
- Survival City Builder Game with 9 other engineers for Capstone Project.
- Implemented building behaviors, such as 2 shooting towers, 4 resource boosters, and building upgrades.
- Built classes for attack buildings and resource collection buildings for easier modification for other engineers.

EDUCATION

University of Southern California   **Los Angeles, CA**
Viterbi School of Engineering | M.S. Computer Science | GPA: 3.56   *Aug. 2023 - Present*

University of Southern California   **Los Angeles, CA**
Viterbi School of Engineering | B.S. Computer Science (Games) | GPA: 3.7   *Aug. 2019 - May 2023*

AWARDS AND HONORS

AIAS Foundation Scholar   **Aug. 2023**
- Received a scholarship and eligibility for the 2024 D.I.C.E. Summit and 27th Annual D.I.C.E. Awards show.

Hobbies: Linguistics, Cooking, Japanese Tea Ceremonies.