

MASATO LIN

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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 with a 20+ team for Capstone. 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.

Engineer | Unreal Multiplayer Shooter | Unreal, C++

Aug. 2021 – Dec. 2021

- Multiplayer First-Person Shooter for Game Programming in Unreal class.
- Developed multiplayer functionality to play with Steam friends with Client-Server model.
- Implemented player death animations, sprays, teams, respawning, team and all chat, and score, utilizing Unreal RPCs and replication to make sure the game world looked the same to everyone playing.

EDUCATION

University of Southern California

Viterbi School of Engineering | M.S. Computer Science | GPA: 3.56

Los Angeles, CA

Aug. 2023 - May 2024

University of Southern California

Viterbi School of Engineering | B.S. Computer Science (Games) | GPA: 3.7

Los Angeles, CA

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.