

MASATO LIN

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EDUCATION

University of Southern California

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

Los Angeles, CA

Aug. 2023 - Present

University of Southern California

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

Los Angeles, CA

Aug. 2019 - May 2023

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
- Developed modifiers to the damage system and default knockback on attacks through gameplay effects.
- Troubleshooted character ability bugs and optimized memory for PS4 builds through dynamic badge loading

Teaching Assistant | USC | Unity, C#, C++, Visual Studio

Aug. 2022 – Dec. 2023

- Advised 21 students with assignments roughly 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.
- Architected dialogue system for conversations with NPCs with working audio and subtitles.
- Expanded combat damage system and camera positions when aiming with a bow.

Lead Engineer | [Myriad Magnets](#) | Unity, C#

Jun. 2022 – Jul. 2022

- Relaxing Underwater Magnet Puzzle Game made with 3 other people.
- Engineered unique momentum-based movement with 3 types of magnetic points and 3 types of hazards.
- Designed and tuned tutorial levels and a horror-themed chase sequence, iterating with playtest feedback.

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 systems for attack buildings and resource collection buildings.

Engineer | [Unreal Multiplayer Shooter](#) | Unreal, C++

Aug. 2021 – Dec. 2021

- Multiplayer First-Person Shooter for Game Programming in Unreal class.
- Implemented multiplayer functionality to play with Steam friends with Client-Server model.
- Programmed player death, sprays, teams, respawning, and score.

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, Chanoyu (preparing traditional Japanese matcha).