

MEGHAN LEE

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PROFESSIONAL SUMMARY

Experienced game developer with 8+ years in Production, Release Management, and Build looking to make a career change into Engineering after holding positions at large AAA studios such as Epic Games and 2K Games.

Currently working on a Bachelor of Science in Software Engineering. Previously completed a Game Developer bootcamp from The Tech Academy that focused on C++, C#, Unreal, and Unity.

Known for picking up new skills lightning fast, building empathetic relationships teamwide, and understanding the intricacies of building complex, successful software.

PROFESSIONAL PILLARS

Engineering

- Completed a 10 month, **game development focused coding bootcamp** while working full time as a Release Coordinator on Rocket League and releasing an average of 10 patches per year.
- Began working as **assistant Build Engineer** in addition to other duties and filled in for the Principal Engineer while he went on a 6 week sabbatical.
- **Designed and implemented code** to simplify and expedite Release processes.
- Coordinated with the Tools Engineers and improved existing tools used by the Release team.
- Wrote and updated technical documentation.
- **Trained the 6 member** Release Team on processes changed by new scripts.
- Created a remake of Pac-Man in Unity using C# and an original survival game in Unreal using Blueprints.
- **Pursuing further education** in engineering by actively working on my B.S. in Software Engineering at Western Governors University

Game Production

- **8+ years experience in production roles** leading multi-disciplinary teams across three AAA game development studios.
- Built and maintained production plans throughout a project lifecycle **from pre-production to post-launch support**. Led daily meetings including stand-ups, milestone reviews, creative team feedback, and status updates.
- **Represented projects** to internal and external Executive Producers, Senior Producers, and Team Leads.
- Implemented new processes and adjusted work pipelines to make them more efficient.

EXPERIENCE

Release Manager

Psyonix | 2024 - Present

Leading the release of patches, item shop bundles, and events for Rocket League. Balancing the coordination of needs between all studiowide projects.

Release Coordinator

Psyonix | 2021 - 2024

Coordinating the release of patches, item shop bundles, and events for Rocket League - a car soccer game that has been extremely popular with players and esports fans since its initial release in 2015.

Associate Producer

2K Games | 2015 - 2017

Managed production responsibilities between the internal 2K publishing team, the 2K QA team, and the Gearbox/Firaxis development team leads on 4 total projects.

Assistant Producer

Telltale Games | 2013 - 2015

Led the 20 developer cinematics team throughout development of Season Two of the Walking Dead and the 11

developer animation team throughout the development of Season One of Tales from the Borderlands.

SKILLS & TOOLS

- C#, C++, JavaScript, SQL, Python, HTML + CSS
- Unreal, Unity
- Visual Studio, Visual Studio Code, IDLE
- Agile, Kanban, Waterfall
- Perforce, GitHub, Plastic SCM
- Confluence, Jira, Word, Excel, Powerpoint, OneNote
- Jenkins

PROJECTS

2D Playable Portfolio

JavaScript, Kaboom

A 2D Playable Portfolio written in JavaScript in which the player walks through an environment and clicks on different interactable nodes to learn more about my history.

- **GitHub:** <https://github.com/megleedev/2D-Portfolio>
- **Website:** <https://megleedev.github.io/2D-Portfolio/>

Pac-Man

C#, Unity

A full remake of the 1980 classic Pac-Man created as part of a larger Arcade Collection game project. A full code summary and project scripts can be found at the GitHub repository linked below.

- **GitHub:** <https://github.com/megleedev/PacMan-Live-Project>

Survival

C++, Unreal

A resource management survival game featuring player stats to manage with consumables, enemy behaviors, and a custom HUD. A full code summary can be found at the GitHub repository linked below.

- **GitHub:** <https://github.com/megleedev/Survival-Game-Live-Project>

EDUCATION

Western Governors University - Salt Lake City, UT

Expected in 06/2025

Bachelor of Science: Software Engineering

The Tech Academy - Online

Expected in 11/2024

Game Development Bootcamp

Full Sail University - Winter Park, FL

06/2012

Master of Science: Game Design

Mississippi State University - Starkville, MS

05/2010

Bachelor of Arts: English Literature

CERTIFICATIONS

- The Tech Academy - Game Developer Bootcamp
- Certified Associate in Project Management (CAPM)
- Certified Scrum Master (CSM)

SHIPPED TITLES

- Fortnite | Playstation, Xbox, PC, Switch, iOS, Android | 2023 - Present
- Rocket League | Playstation, Xbox, Switch, PC | 2021 - Present
- Rocket League: Sideswipe | iOS, Android | 2021 - Present
- Civilization VI: Rise and Fall | PC | 2017
- Civilization VI | PC | 2017
- Battleborn | Playstation, Xbox, PC | 2016
- Battleborn Tap | iOS, Android | 2016
- Tales from the Borderlands: Season One | Playstation, Xbox, Switch, PC, iOS, Android | 2014
- The Walking Dead: Season Two | Playstation, Xbox, Switch, PC, iOS, Android | 2013