

# MEGHAN LEE



Chula Vista, CA 91913



megleedev@outlook.com

## PROFESSIONAL SUMMARY

Highly versatile game developer with 8+ years experience working in Production, Release Management, and Build at AAA studios like Epic Games and 2K. Seeking a role in Engineering after pursuing formal education in C++, C#, Unity, and Unreal.

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

## 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 prepping to complete the Microsoft Azure Developer Associate Certification.

### 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 Coordinator

*Psyonix | 2021 - Present*

## 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

## EDUCATION

### Bachelor of Arts, English Literature

Mississippi State University

### Master of Science, Game Design

Full Sail University

### Game Development Bootcamp

The Tech Academy

## 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

*Leading 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.*

## **PROJECTS**

---

### **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>

- 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