

Minsu (Mike) Lee

Game Programmer

PROFESSIONAL EXPERIENCE

Phat Loot Studios — Gameplay Programmer & Feature Lead

Oct 2021 - Now

Joined the studio just after they've had an alpha combat test. I was assigned to work on combat from Day 1 and became the "combat" guy.

- Developed non-instanced turn-based combat system that can be spectated real-time using **Unity** and **Mirror**
- Lead developer on many features involving combat
- Architected skill system that was modular and extensible
- Collaborated with designers to help design and develop skills
- Implemented all the Combat UI elements
- Implemented monster animations, sfxs and vfxs using **Timeline**
- Handled merge requests to ensure implemented feature is written cleanly (modular, extensible, readable, etc) and properly networked on GitLab
- Used **Firebase** for database storage
- Ran playtesting sessions to validate game features and make improvements based on feedback
- Mentored junior programmers to help grow and become more self-managed

Evans Taylor Digital — Lead Programmer

Jul 2020 - Oct 2021

- Planned, designed, developed and maintained multiple VR projects and a PC project using **Unity**, **Oculus**, **Firebase**, **Photon** and **Normcore**
- Engaged with clients to gather requirements and clearly communicated the limitations and improvements
- Successfully developed products that met client's requirements and delivered them on time
- Onboarded new team members to the existing projects

HIT Lab NZ — Summer Research Intern

Nov 2019 - Feb 2020

- Planned, designed and developed a mixed reality multiplayer game that encourages physical activity using **Unity** and **Magic Leap**
- Successfully delivered the product that met the requirement on time while still learning new technology and APIs

GAME JAM AND PERSONAL PROJECTS

I love game jams because of how much it pushes your creativity so I do my best to participate whenever I can. I usually participate in NZ game jams or Global Game Jam but I am always keen to participate in other big ones like GMTK Game Jam or Brackeys Game Jam.

Here are few highlights:

- Wolf Wolf Sheep <https://frozenwipstudios.itch.io/wolf-wolf-sheep> (Disqualified but **1st** in Chch)
- Monday Hustle <https://globalgamejam.org/2021/games/monday-hustle-9> (**1st** in Chch)
- Sinking Sailors <https://frozenwipstudios.itch.io/sinking-sailors> (**2nd** in Chch)

More details about other projects can be found here <https://minwater2.github.io>

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<https://minwater2.github.io>

TECHNICAL SKILLS

Unity, Unreal game development for PC, VR, AR and mobile

C#, C++

Unity Networking Library: Photon, Mirror, Normcore

Project Management: Jira, Confluence, Trello, Slack

Web dev: React, HTML, SCSS, JavaScript

Source Control: Git, Plastic SCM, GitHub, GitLab, Sourcetree

IDEs: Visual Studio, Visual Studio Code, Rider

SOFT SKILLS

Teamwork

Leadership

Problem-Solving

Interpersonal Communication

Passionate

Open-minded

EDUCATION

University of Canterbury

(Bachelor of Science 2013- 2019)

REFERENCES

Jashon Brown

Tech Lead at Phat Loot

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Gareth Fox

Producer at Phat Loot

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Benjamin McNeill

Playside Engineer lead

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