

Yoon Lee

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EDUCATION:

Georgia Institute of Technology
Bachelor of Science in Computational Media
Junior (Class of 2022)

TECHNICAL SKILLS:

- **Languages:**
 - C#, Java, C++, Javascript, HTML/CSS
- **Software:**
 - Unity 2D/3D, Unreal 4, Monogame, GameMaker Studio
 - Visual Studio, Trello, GitHub
- **Auxiliary Skills:**
 - Project Management using Agile workflow
 - Music Production in FL Studio 20
 - Microsoft Office Suite

PROJECTS & EXPERIENCE

Walpurgisnacht (SHMP Fighter) **Project Manager, Gameplay Programmer, Game Designer** **August 2019 - December 2019**

- Coordinated task delegation, asset distribution, and communication between sub-teams.
- Oversaw version control maintenance using GitHub.
- Implemented a combat system involving bullet generation and bullet patterns using the Unity Game Engine.
- Designed the core game loop, taking into consideration character balance and gameplay dynamics.

Chronograph (2D Platformer) **Project Manager, Game Designer, Composer, Systems Programmer** **August 2018 - May 2020**

- Responsible for creating scripted game world events, including player death, level loading, and unique animation events.
- Directed task allocation and game scope management.
- Constructed level maps and in-game puzzle content.
- Composed the musical score for the game using FL Studio 20.
- Trained new team members in GitHub and Unity proficiency.

Piecewise (RPG) **Project Manager, Programmer, Writer** **August 2016 - May 2017**

- Ownership of programming efforts during development, scripting events and constructing game logic.
- Conceived the story script for the game, including dialogue and storyboard.
- Supervised team productivity and correspondence, encouraging the use of the Agile workflow and platforms such as Trello.

LEADERSHIP/ORGANIZATIONS:

VGDev Game Development Club **Vice President** **August 2019 - Present**

- Involved in a drive to increase networking opportunities within the local Atlanta industry.
- Initiated leadership training and documentation for prospective project managers.
- Organized the semester budget, allocating for networking and travel expenses which had been neglected in the past.

Aurora Game Development Club **President** **October 2018-April 2019**

- Spearheaded a team management system that would aid in project completion and member accountability.
- Administered a member outreach program with the intent of diversifying club membership and skillsets.
- Facilitated member recruitment with a hospitality initiative encouraging member empowerment.

Global Game Jam @ GSU **Organizer** **November 2018 - Present**

- Operated as master of ceremonies, overseeing the opening and closing ceremonies.
- Acted as event planner, organizing the schedule and event logistics.
- Coordinated volunteer efforts, from event organization to participant registration.