

# Yoon Lee

reverienest@gmail.com • 404-793-9959 (mobile) • reverienest.github.io/reverienest

## 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

**Lunacia (Adventure/Puzzle)**      **Project Manager, Game Designer, Gameplay/Systems Programmer**      **August 2020-Current**

### **Writer, Composer**

- Coordinated tasks and communication between the members of a 60 person team.
- Conceived and implemented the core gameplay concept and systems.
- Supervised team productivity, heavily incorporating agile workflow and platforms such as Trello.
- Provided council on all elements of the game, discussing issues with sub-leads.

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

- Administer 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.

## 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.