Steven Lee

(514) 265-0116 | lee.j.steven@gmail.com | LinkedIn | Github | Website

SKILLS

- **Programming Languages**: C#, Java, C++, Python, C, SQL, JavaScript, Ocaml, HTML/CSS, Lua
- **Frameworks/Libraries**: OpenGL, Three.js, Dash, Plotly.js, Node.js, Junit5, Jfreechart, NLTK
- **Technologies:** Qt**,** PostgreSQL, FireBase, Android, Git, Blender, Maya, Houdini
- **Game Technologies**: Unity Engine, Godot Engine, Unreal Engine
- **Spoken Languages:** English, French (Bilingual)

WORK EXPERIENCE

ROAAr - McGill University *December 2020 - Present*

Game Development Specialist – Research Assistant

- Working on a game project, backed by the SSHRC, led by Professor Nathalie Cooke.
- Developing a VR web application using **PannellumJS** and **JavaScript**, improving framerate performance by 31%, and enabling custom functionalities compared to the previous application used by the team.
- Programmed and designed the UI of the game in **C#** using Unity Engine.

PROJECTS

Antimony *March 2020 - Present*

A 2D adventure game made with Unity being planned for release on Steam by a team of 7 students.

- Created an inventory system that resizes visually based on the number of items held.
- Customized interactivity of items with the game's environment using scriptable items.
- Wrote gameplay features to take keywords from the dialogue tree and turn it into objects using C#.

Infinite Burnside *May 2020*

First person pixelated horror game, with over 500 downloads on itch.io.

- Profiled and optimized performance by 21% using the **Unity Profiler** and optimization techniques**.**
- Implemented enemy A.I. using State Machine Design Patterns to attack the player when in range.
- Coded a Procedural Stairs Generation system in C# to generate unpredictable jump scares.

No More Voxels! *December 2019*

Shoot 'em up game created using procedural generation techniques for Game Dev McGill's monthly jam.

- Improved framerate by 28% using **GPU instancing** on thousands of low poly objects.
- Visualized Perlin Noise to generate random shapes of terrain.
- Restructured random entity spawning systems using Factory Design Patterns.

EDUCATION

McGill University *2017 – 2021 Expected*

- Bachelors, Major in Computer Science, Minor in East Asian Studies
- Courses: Computer Graphics, Computer Animations, Database Systems, Robotics & Intelligent Systems

LEADERSHIP AND EXTRACURRICULAR

Game Development Society *March 2019 – Present*

Vice President – Head McGame Jam Organizer

- Led a team of 13 volunteers to organize McGame Jam, a 48-hour hackathon, attracting over 155 developers.

McGill Bio Design *December 2019 – August 2020*

Software Team – Glucose Monitoring System

- Developed an Android Application alongside a team of software developers using **Firebase** as the application's real time database to allow glucose monitoring in 30 children.