

## **Thompson Lee**

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### **PROJECTS**

#### **Game Engine Development: Dragonfly**

September 2014 – October 2014

- Designed a game engine from scratch with an extendable code structure using C++.
- Managed complex systems with managers and states for cleaner and more efficient usages.

#### **Advanced Storytelling: Going Home!**

September 2014 – October 2014

- Built levels containing storytelling elements using visual and auditory clues in Unreal Engine 4 on a team of 2, and crafting them to deepen the story with additional realism.
- Allowed players to progress through levels using tableaux, vistas, and weenies.

#### **Advanced Storytelling: The Internship**

September 2014 – October 2014

- Built quests using objectives, triggers, cutscenes, and dialogues in Neverwinter Nights 2.
- Used in-game systems and scripting to make game objects and non-playable characters interact with players, while staying focused on storytelling.

#### **Independent Project: Pokémon Walking**

December 2013 – July 2014

- Developed the walking mechanic that is based on the walking mechanics from the original Pokémon Gold/Silver/Crystal games in Java from scratch.
- Researched game mechanics and design elements used in the original games.
- Created a game level editor in Java.

#### **Major Qualifying Project (MQP): Marble Run**

September 2012 – May 2013

- Used accelerometers and gyroscopic sensors in Android devices as game input using Java for a top-down tilt-and-roll Android game.

### **EDUCATION**

#### **Masters of Science, Interactive Media & Game Development**

Expected Graduation May 2016

Worcester Polytechnic Institute (WPI), Worcester, MA, USA

#### **Bachelor of Science, Computer Science & Information Engineering**

June 2013

National Taitung University, Taitung, Taiwan

### **WORK**

#### **Officer**

August 2013 – July 2014

National Police Agency, Taipei, Taiwan

- Conscription/Compulsory Military Service with Basic Military and Police Training.

### **SKILLS**

**Programming:** Java, C++, C, HTML, CSS

**Tools:** Unreal Engine 4, Adobe Photoshop CS6, Microsoft Office, CorelDraw X6, GIMP, GraphicsGale, Audacity, Camtasia Studios 8, Fraps, Visual Studio, Eclipse, Maya, Git, SVN, Mercurial

**Languages:** Mandarin Chinese (fluent)