

Thompson Lee

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Portfolio: <https://asperatology.me>

Objective

Full-time positions in software engineering and/or game development.

Projects

M.S. Project: Multiplier: Real-time Strategy Unit Balancing Game/Tool, July 2015 – May 2016

- Devised a new way to balance game units for real-time strategy games using simple mathematics, allowing the end users to test them in single player, network multiplayer, and simulation modes.
- Garnered positive reception from over 40 players, with some of them wanting the game to be ported to mobile devices and other gaming platforms.

Independent Project: Agar.io FeedSplit Helper, March 2015

- Repurposed an input bot into a cheating device, allowing players to dominate the leaderboards on private unofficial game servers for the web game, Agar.io.
- Has never gotten banned from the web game yet.

Game Development: Rotation Puzzle Game, February 2015

- Inspired by wooden labyrinths, this game integrates the idea of reading data structures from many different orientations, into a fun little puzzle game using Dragonfly game engine.
- Impressed the audience with ASCII animations, which garnered positive reception from other peers.

Independent Project: Twitch Plays Pokémon Input Bot, February 2015

- Created an input bot that generates random inputs to the Twitch.tv livestream chat effortlessly, allowing the user with more free time to do other activities as the livestream continues playing.

Game Engine Development: Dragonfly, WPI, September 2014 – October 2014

- Written a software game engine from scratch, allowing me to understand the process of game engine development, and to provide usability for the end users.
- Collaborated with a team of 2 in the process of software game development using the Dragonfly game engine, which led to the creation of a Frogger clone game.

Independent Project: Pokémon Walking, December 2013 – July 2014

- Created a role-playing game, a level editor, and a scripting editor, providing players the ability to create their own custom levels and game events using a selection of assets provided.

Independent Project: Pixavive Survival, October 2013 – February 2014

- Toyed with the idea of balance of power and A* pathfinding to create a fast-paced real-time strategy game, challenging the players to think critically on where to set spawners and what actions to take.

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Major Qualifying Project (MQP): Marble Run, September 2012 – May 2013

- Utilized the accelerometers and gyroscopic sensors inside Android devices for an engaging platformer game, which had grabbed the attention of players and professors.

Independent Project: Bluetooth 5-way Relay Chat, January 2013 – February 2013

- Implemented a server/client chat message relay using up to 5 Android devices with wireless Bluetooth, achieving functionality of sending and receiving messages concurrently and simultaneously.

Education

Master of Science in Interactive Media and Game Development

Worcester Polytechnic Institute (WPI), May 2016
GPA: 3.62

Bachelor of Science in Computer Science and Information Engineering

National Taitung University (NTTU), July 2013
GPA: 4.00

Work Experience

Student Lab Assistant, Worcester Polytechnic Institute, Worcester, MA
Part-time Job, September 2015 – May 2016

Officer, National Police Agency, Special Police Corps, Taipei, Taiwan
Conscription/Military Service, August 2013 – July 2014

Waiter, No Borders Family Restaurant, Taitung, Taiwan
Part-time Job, March 2013 – June 2013

English Tutor, Self-Employed, Taitung, Taiwan
Part-time Job, March 2013 – April 2013

Skills

Programming Languages: Java, C++, C, C#, Python

Tools: Unity, Unreal Engine 4, Visual Studios, Neverwinter Nights 2 Toolset, Adobe Photoshop CS6/CC, Corel Draw X4, GIMP, GraphicsGale, Audacity, Camtasia Studio 8, Fraps

Foreign Language: Chinese (Mandarin, Fluent)