

## 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 using Unity 3D in C#. (3D graphics)
- Garnered positive reception from over 49 players, with some of them wanting the game to be ported to mobile devices and other gaming platforms.

#### **Game Development: Get Debt**, March 2015 – May 2015

- Worked with a team of 4 in the creation of a 3D platformer using Unreal Engine 4 in C++ with animations, A\* pathfinding, and smooth camera controls, and has received positive reception with the outlandish story plot. (3D graphics)

#### **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, in C++.
- Has never gotten banned from the web game yet.

#### **Game Development: 2D 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 in C++.
- Impressed the audience with ASCII animations, which garnered positive reception from other peers.

#### **Independent Project: Twitch Plays Pokémon Input Bot**, February 2015

- 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, written in C++.

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

- Written a textile software game engine from scratch in C++, exposing the process of game engine development and 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 2D role-playing game, level editor, and scripting editor in Java, providing players the ability to create their own custom levels and game events using a selection of assets provided.

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### **Independent Project: Pixavive Survival**, October 2013 – February 2014

- Toyed with the idea of balance of power and A\* pathfinding to create a 2D fast-paced real-time strategy game written in Java, challenging the players to think critically on where to set spawners and what actions to take.

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

- Utilized the accelerometers and gyrosopic sensors inside Android devices in Java for an engaging 2D 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 in Java, 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

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

## Skills

**Programming Languages:** Java, C++, C, C#, Python 3

**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)