**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 tableaus, 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)