MICHAEL LEE

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SKILLS

LANGUAGES		ENGINES		DESIGN
Blueprints	(Experienced)	Unreal Engine 4	(5 Years)	Game Design
C#, C++	(Comfortable)	Unity	(4 Years)	Level Design
C	(Familiar)	GameMaker	(2 Years)	VR Design

LEADERSHIP & EXPERIENCES

ALIBABA, *Researcher and Programmer*   *2019*

- Researching and creating entirely new HCI-focused experiences, involved through the entire research-to-market pipeline
- Integrated multi-model solutions of haptics, smell, heat, non-wearable interaction and holographic displays using Unity
- Created a Unity SDK for configuring modular scenarios for both internal programmers and general vendors to use

SURVIOS, RAW DATA, *Game and Level Designer*   *2018-2019*

- Reached popularity #1 in Steam's top-selling VR game in 2017
- Designed a new 4 player co-op mode and level with substantial system documentation
- Refactored and debugged C++ code including PvP, UI systems, and multi-platform integration
- Completed the game mode as a 2 person team in 3 months while responsible for scripting, level design, art, lighting, and balancing

SURVIOS, THE WALKING DEAD ONSLAUGHT, *Technical Designer*   *2018-2019*

- Prototyped quick iterations of the main game loop using Blueprints including networking
- Designed and integrated engine tools for Unreal Engine 4 such as a distributed level placement tool

DISSONANCE ENTERTAINMENT, *Programmer and Designer*   *2016-2017*

- Designed core programming framework and server/client-side networking for the game *Mind The Trap*
- Best Multiplayer Game awarded by Casual Connect 2016 for *Mind The Trap*

OTHER PROJECTS

- DnD VR Simulator, a networked social platform for people to play pen-and-paper style DnD | UE4, Solo Developer   *2015-2017*
- Kaiya, a top-down VR combat puzzle game | UE4, Lead Programmer, Particle Effects Designer, Level Designer   *2017*
- Re:Search 101 online course-to-game | Unity, Project Lead, Programmer   *2017*
- VR Cyber-Learning & Communication Theory testing environment | Unity, Solo Developer, Experiment Designer   *2016*
- Ooooooo, an augmented reality game that requires file editing and real-life exploration to progress | UE4, Lead Developer   *2016*
- Don't Breathe, an atmospheric puzzle solving game | UE4, Lead Developer, Level Designer   *2015*
- Buypartisan, a 3D grid-based board game on political corruption | Unity, Project Lead, Programmer   *2015*
- Economusic, a graph-to-music performance software | Unity, Programmer   *2015*

EDUCATION

UNIVERSITY OF CALIFORNIA, DAVIS   *2014-Apr '17*

Major: Communication