

Yu-Jui Lee

(213)-344-8743 | yujuilee@usc.edu | [linkedin.com/in/yu-jui-lee-gamedevelopment](https://www.linkedin.com/in/yu-jui-lee-gamedevelopment)

EDUCATION

University of Southern California May 2018
Master of Science, Computer Science (Game Development) GPA 3.8

Relevant Coursework: Game Engine Development, Native Console Multiplayer Game Development
, Advanced Game Project, Game Design Workshop, 3-D Graphics and Rendering, Analysis of Algorithms, Database

National Tsing Hua University, Hsinchu, Taiwan June 2014
Bachelor of Science, Computer Science GPA 3.64

Relevant Coursework: Game Programming, Computer Graphics, Web programming, Algorithms, Data Structures
, Computer Architecture, Operation Systems, Computer Networks, Software Development, Cryptography and Network Security

TECHNICAL SKILLS

Programming Languages: C, C++, C#, Java, Python, Objective C, Swift, JavaScript, Lua **Database:** ERD design, SQL, NOSQL
Game Engine Skills: Unity3D, Unreal Engine 4 **Other:** Perforce, WPF, GitHub

WORK EXPERIENCES

Software Engineer Intern – Automatic Cloud Operating System Development Hsinchu, Taiwan
National Chung-Shan institute of science & technology Jun 2013 – Jun 2014

- As Senior Project for Bachelor of Science, Computer Science
- Unified and optimized open source software (OpenStack, Hadoop, KVM/XEN, Nagios) as a new automatic cloud OS
- Functions: CPU resource monitoring, auto Hadoop cluster deployment, VM/Hadoop auto-scaling and fall recover

PROJECT EXPERIENCES

“Embedded” VR Photo Journal Game in Vietnam War Los Angeles, CA
Term Project for CSCI 529A Advanced Game Project Aug 2017 – Present

- VR development experiment with Unity3D, HTC Vive, Oculus Rift, Steam VR.
- Comprehensive game development with complete game team.

Multiplayer 3rd Person Science Fiction Shooting Game Development Los Angeles, CA
Term Project for CSCI 423 Native Console Multiplayer Game Development Jan 2017 – May 2017

- Created ghost manager to achieve dynamic synchronization of game objects data between server and clients
- Implemented physics system including box and sphere collisions, raycast, gravity, bullet collision
- Completed game loop with core mechanic of game, custom character and animation import, multiplayer gameplay

Extend Script System for Gameplay Design and Basic Game Engine Development Los Angeles, CA
Term Project for CSCI 522 Game Engine Development Aug 2016 – Dec 2016

- Ability to execute function code in object scripts and call the handlers for gameplay design and game designer use
- Practiced game engine functions like basic physic engine, view frustum culling, UV-set extension, and character control

Binary Space Partitioning and Basic Features of Graphic Display Achievement Los Angeles, CA
Term Project for CSCI 580 3-D Graphics and Rendering Aug 2016 – Dec 2016

- Improved rendering process efficiency by utilizing binary space partitioning in OpenGL
- Fulfilled 3-D graphic display features such as rendering, texture mapping, and anti-aliasing

Unity Development Experiences

- Simulated campus environment by Unity as online virtual campus navigation system
- 2-D tower defense game independent development contains path founding algorithm, grid map build, gameplay design
- 3-D 3st Person shooting game term project for Introduction to Game Programming, Hsinchu, Taiwan 2014

Designed and created board game: “Specters”, “Circus Action”, “The House in Tsing Hua”

Devised web game “CatSlime”: Character Control, Enemy AI Design, 2D Art Design

Assisted building a website of College of Technology Management, National Tsing Hua University

AWARDS & ACTIVITIES

2014 The Second Prize Computer Science Senior Project Contest competed with 40 teams

2014 National Tsing Hua University Tanzania Educational Volunteer Team

- Chaired as the leader of public relationship and equipment relationship sections
- Led team got the First Prize in National ASUS World Citizens/International Voluntary Services Contest

2013 Summer exchange program for the Java programming course with Tsinghua University, Beijing