

Melody Lee (Zhi Xin), Gameplay Programmer

<http://melodily.github.io/melodily-portfolio/> | 412 886 4670 | zhixin91@gmail.com

SKILLS

C#, Java,
Python,
Scheme,
Javascript,
C++,
HTML5,
CSS3

SOFTWARE

Unity3D,
Eclipse, Qt,
Android,
Box2D,
jQuery,
Bootstrap,
Macromedia
Flash, Visual
Studio 2010,
Microsoft
SQL Server,
Git, Adobe
After Effects

EDUCATION

Carnegie Mellon University, Entertainment Technology Center, Pittsburgh, PA
Master of Entertainment Technology

Aug 2014 –
Dec 2015

National University of Singapore, Singapore
Bachelor of Computing in Communications and Media

Aug 2010 –
Dec 2013

EXPERIENCE

Singapore University of Technology and Design Game Lab, Singapore
Programmer (C#, Unity 3D)

May – Aug
2014

- Created a serious game in a team of 7 for SG Enable with the intention of creating empathy for the disabled while encouraging the public to focus on their abilities
- Adopted Agile development methodology and iterated prototypes repeatedly
- Programmed the final product in two weeks

School of Computing, National University of Singapore, Singapore
Teaching Assistant – Programming Methodology (Python)

Jan – May
2014

- Led discussion group sessions every week on the fundamentals of programming
- Created course material for topics such as recursion, iteration and data manipulation

ACADEMIC PROJECTS

Building Virtual Worlds, Programmer (C#, Unity 3D)

Aug – Dec
2014

- Programmed five successfully implemented projects through prototyping, development and collaboration with artists and sound designers
- Worked on five-person teams to build an entertainment experience in one to three weeks
- Built Oculus and Kinect worlds using Unity wrappers
- Designed game mechanics and interaction
- Maintained strong team dynamics among individuals from diverse backgrounds and varied creative perspectives

Jiku Video Player, Programmer (Java, Android)

Jan – Dec
2013

- Created an Android application for a video player which will track objects of interest to the viewer, based on a combination of computation and crowd-sourcing
- Designed and implemented the user interface for the application

Item Genie, Programmer (C++, Qt)

Apr 2013

- Programmed in a team of three a client-based application that enables users to compare attributes of League of Legends in-game items in a graphical manner in the forms of bar and star graphs

Pinata Explosion, Programmer (HTML5, CSS, Javascript)

Nov 2012

- Designed and programmed in a team of five a game for eBay that sought to encourage spending

VoxelLab, Programmer (C++, Qt)

Jan – Jul 2012

- Programmed in a team of four a client-based game prototyping software that enables users to rapidly prototype games through voxel manipulation of terrain

Generative Grammar (Javascript, HTML5, CSS3)

Jan – May
2012

- Programmed in a team of two a browser-based program to generate languages from user-defined rules