

# MICHAEL LEE

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## SKILLS

### LANGUAGES

Blueprints (Experienced)  
C#, C++ (Comfortable)  
C, JavaScript (Familiar)

### ENGINES

Unreal Engine 4 (4 Years)  
Unity (3 Years)  
GameMaker (2 Years)

### DESIGN

Game Design  
VR Design  
AR (HoloLens)

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## LEADERSHIP & EXPERIENCES

### DISSONANCE ENTERTAINMENT, *Programmer and Designer*

2016-2017

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

### GAME DEVELOPMENT CLUB, *President*

2014-2017

- Founded club and brought game development experiences to UC Davis which had no game dev programs/community
- Drove the club to become the largest project-collaborative club on campus and have UC Davis adopt official game dev courses
- Hosted numerous development-related workshops on UE4, Unity, GameMaker, and Game Design
- Initiated and led 4 educational game projects as project manager (designing, prototyping, budgeting, hiring, team leading):
- VR Cyber-Learning & Communication Theory Testing Environment | Solo Developer, Experiment Designer
- Research 101 Online Course-to-Game | Project Lead, Programmer
- 3D Grid-Based Board Game on Political Corruption | Project Lead, Programmer
- Graph-to-Music Performance Software | Programmer

## PROJECTS

- DnD VR Simulator, a networked social platform for people to play pen-and-paper style DnD | Solo Developer 2015-2017
- Kaiya, a top-down VR combat puzzle game | Lead Programmer, Particle Effects Designer, Level Designer 2017
- Mind The Trap, a top-down coop and betrayal game, steam greenlit within 2 days | Programmer, Level Designer 2016-2017
- Please Don't Touch Me, a pet-raising game released on Google Play | Solo Developer 2016-2017
- Ooooooo, an augmented reality game that requires file editing and real-life exploration to progress | Lead Developer 2016
- Don't Breathe, an atmospheric puzzle solving game | Lead Developer, Level Designer 2015

## AWARDS

- **Best Co-op Game**, UC Davis 2018 Global Game Jam Site
- **Best Multiplayer Game**, Casual Connect USA 2016
- **Aesthetics Award**, UC Davis 2016 Winter Game Jam
- **Top Featured**, UC Davis 2017 Picnic Day Showcase
- **Technical Award**, UC Davis 2016 GameCamp Jam
- **Judge's Choice Award**, UC Davis 2015 GameCamp Jam

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## EDUCATION

### UNIVERSITY OF CALIFORNIA, DAVIS

2014-2017

Major: Communication

Other Relevant Coursework: Game Development, Computer Science