

# MICHAEL LEE

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## SKILLS

### LANGUAGES

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

### ENGINES

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

### DESIGN

Game Design
Level Design
VR Design

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## LEADERSHIP & EXPERIENCES

### **SURVIOS, RAW DATA, *Game and Level Designer***

2018-2019

- Reached popularity #1 in Steam's top-selling VR game in 2017
- Designed a new undisclosed game mode with substantial system documentation
- Completed the game mode as a two person team in 3 months including scripting, level design, art, lighting, and balancing

### **SURVIOS, UNDISCLOSED TV IP VR GAME, *Technical Designer***

2018-2019

- Prototyped quick iterations of the game loop using Blueprints including networking
- Documented over half of the major subsystems and fine-tweaked numbers for user experience and balancing

### **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
- Buyartisan, a 3D grid-based board game on political corruption | Unity, Project Lead, Programmer 2015
- Economusic, a graph-to-music performance software | Unity, Programmer 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-Apr '17

Major: Communication

Other Relevant Coursework: Game Development, Computer Science