LongJia Lin

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lin-longjia.github.io/

SUMMARY

Computer Science Senior with game development and object-oriented programming experience, seeking a full-time position in summer 2023.

TECHNICAL SKILLS

- **Programming Languages**: C/C++, C#, Java, GML
- **Tools and OS**: Unity, 3ds Max, Mudbox

EDUCATION

B.S. Computer Science   Expected May 2023

Arizona State University, Tempe, AZ   3.69 GPA

Relevant Coursework: Game Engine Development, Game Design Fundamentals, Graphics for Games, 3-D Modeling and Texturing

ACADEMIC PROJECTS

ASU Senior Capstone Project: NASA Psyche Mission Web-Based Game   Fall 2022- Spring 2023
- Created a 3D game to be hosted on the ASU NASA Psyche Website for free as a resource for others to engage in the Psyche Mission
- Teaching fellow team members about Unity, which increase the efficiency of their work and the quality of the code
- Proposed the game design concept using PowerPoint and documented a final game design document of the game, resulting in reduced uncertainty and a clear workflow for all team members

3D Adventure Game(Custom Game Engine via MonoGame, C#)   Fall 2021
- Build a 3D game built from scratch using the Microsoft XNA framework
- Created a custom Projectile Class that involves the physic to simulate an arrow projectile
- Introduced custom Player Class which is used to establish control and essential gameplay capability.
- Modified Entity Class which uses randomness and collision detection to build a basis, and is used to establish unique behaviors of many entities in the game

3D Horror Game(Unity, C#)   Spring 2021
- Used Photon Unity Networking to establish multiplayer capability
- Established the player's movement, the ability to interact with specific objects, and player action, and synchronize them which allows the game to detect and display these actions to all players on the same server
- Implemented interactable objects and synchronized the effect when interacting with the player's action

2D Survival Game(GameMaker Studio 2, GML)   Fall 2020
- Led a team of 6, designed and created a 2D top-down survive the timer game
- Developed the foundation script for AI movements, player detection, and State machines, this significantly increased the efficiency of creating variants on the different AI behavior

WORK EXPERIENCE

China Ink, San Tan Valley, AZ: Manager and Waiter   08/2019 - Current
- Served diners, assisted customers with orders, and was responsible for the restaurant's operation.
- Rebrand the restaurant by customizing the menu, company logo, and name.
- Made connections with customers by building a Facebook page and updating restaurant information on Google Maps.

Personal Project

My personal projects and the works that can be viewed and accessed are on the GitHub page above, alternatively, click here