

Justin Kuo

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<http://justin-kuo.strikingly.com/>

Education

DePaul University – Chicago, IL

Bachelor of Science in Computer Game Development

Concentration in Game Design

June 2018

Technical Summary

Languages: C#, C++, Blueprint, Python

Software: Unity3D, Unreal Engine 4/5, Game Maker: Studio, Git, Perforce, Jira, Autodesk Maya, Adobe After Effects, Adobe Photoshop, Adobe Illustrator, Word, PowerPoint, Excel

Operating Systems: OS X, Windows

Experience

Santa Monica Studio – Los Angeles, CA (Remote)

Associate Technical Designer

Oct 2021 – July 2022

- Responsible for the integration of art, animation, VFX, and the tuning of mini cinematic moments during gameplay
- Created and maintained generic placeable modules and AI moments that other designers can use to flesh out their levels
- Collaborated with level designers and animators to ensure player interactions match the intended feel of the story beats
- Worked closely with the camera design team to integrate multiple camera accessibility features into the game
- Implemented and tuned small dialogue moments to help make the ambient game world feel more alive
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Santa Monica Studio – Los Angeles, CA (Remote)

QA Test Analyst

May 2021 – Oct 2021

- Owned multiple levels and the main point of contact for testing and QA documentation in those areas
- Worked closely with level designers to ensure combat, puzzles, quests, and the overall level layouts created an enjoyable and coherent gameplay experience
- Led a team of testers to provide full QA coverage of gameplay elements in the levels through smoke tests and focus testing
- Tested systems throughout the game to ensure their intended behaviors were consistent between levels

NetherRealm Studios – Chicago, IL

Quality Assurance Analyst

Jan 2019 – Dec 2019

- Thoroughly tested new features and their dependencies to ensure a seamless gameplay experience for Mortal Kombat 11
- Assisted designers to develop and balance cooperative multiplayer game modes
- Partnered with the design team to brainstorm unique single player gameplay elements

Contacts Available Upon Request

- Responsible for documentation on various areas of the game so that other QA Testers stayed up to date on design changes

Toyota InfoTechnology Center USA – Mountain View, CA

Simulation Environment Developer Intern

Jun 2018 – Oct 2018

- Designed systems to display car data collected from pre-simulated road networks to be visible in Unity3D
- Utilized and expanded on MQTT systems to connect Unity3D to 3rd party road network simulation programs to allow viewing in real time
- Parsed XML files and converted that information into position and information points in Unity3D to run simulations
- Designed UI elements for a VR traffic simulation that displayed images and data, while allowing the user to compare that data to other vehicles

Gannett | USA TODAY NETWORK - Washington D.C.

Jun 2017 - Aug 2017

Designer/Developer Intern

- Owned the design, development, and integration of all UI/UX components for a Pulitzer Prize winning interactive VR feature story project, The Wall
- Led the design team in creating the game world and gameplay loop, deciding how to best lay out every story our team of journalists wanted to present
- Responsible for designing and developing working prototypes for movement, UI interaction, media playback functionality, and various other front and backend systems
- Worked closely with the animation team to implement visual cues, cut scenes, and state transitions

M1 Interactive - Chicago, IL

Jan 2017 - Mar 2017

Developer Intern

- Responsible for developing UI/UX for a large-scale Microsoft HoloLens project
- Collaborated with project stakeholders to build an AR project with the goal of increasing brand awareness
- Implemented an event system to optimize function calls in order to increase the number of objects in a scene without sacrificing frame rate
- Proactively designed and implemented particle effects to increase the player's sense of immersion

Related Projects

- The Wall VR - Lead UI/UX Programmer (C#, Unity3D, Team)
 - Led a team of UI/UX designers in creating an interactive VR news experience
- Simple Terrain Editor in Unity3D - Designer/Lead Programmer (C#, Unity3D, Solo)
 - Created a simple custom terrain editor within unity with various tools
- Rubbernecking - Game Designer/Lead Programmer (C#, Unity3D, Team)
 - Programmed and helped design a humorous dating/cheating simulator
- Sweet Victory – Lead Game Designer/Programmer (C#, Unity3D, Team)
 - Led the design and programming of a networked party game similar where players would explore the world and fight against each other to collect sugar
- Dynamic Weather System - Systems Designer/Programmer (C++, Unreal Engine 4, Solo)

Contacts Available Upon Request

- Designed and programmed a dynamic weather system that can support multiple weather types and zones similar to the one found in The Legend of Zelda: Breath of the Wild
- Knackbot – Programmer (Python, Discord Bot, Solo)
 - Created a discord bot that is able to pull images from reddit and post them to discord, in addition to checking sports scores and tracking discord user data
- Twitch Data Collection Bot – Programmer (C#, Twitch, Solo)
 - Programmed a bot that tracks and records twitch data into a Microsoft Excel spreadsheet