

# Jason Lu

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## Projects

### DragonCrash (Jan 2017 – Mar 2019)

*Programmer, Artist manager, Social Media Coordinator, Audio designer*

- Coded the king of the hill mechanic and victory conditions.
- Coordinated with artists on tasks and deadlines during the game's development.
- Managed various social media platforms as well as the Steam page.
- Created various sound effects.
- <https://store.steampowered.com/app/681580/DragonCrash/>

### Persona 4 Golden Another Episode (Sept 2015 - Dec 2015)

*Lead Developer, Programmer, and Writer*

- Wrote and coded 5 different branches each with 2 different endings using Twine.
- Worked with 2 artists in gathering art for different parts within the narrative.
- [http://www.philome.la/Jason\\_Lu18/persona-4-golden-another-episode/play](http://www.philome.la/Jason_Lu18/persona-4-golden-another-episode/play)

### Talchul (Mar 2016 - June 2016)

*Programmer and Lead Playtester*

- Programmed movement and decrementing size of vision/hit circle mechanic.
  - Playtested numerous times and discovered an average of 10 bugs each session.
  - Responsible for gathering other playtesters and recording feedback of their experience.
  - <https://apexwinner.itch.io/talchul>
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## Experience

### Parker Staffing Services (Nintendo of America) (Nov 2018-Present)

*Associate Product Tester*

- Working through test plans to check possible combination problems.
- Report bugs in a clear and consistently documented manner

### C2S Technologies (Sept 2018-Nov 2018)

*Game Tester*

- Working through test plans to check possible in-game combination problems.
  - Report bugs in a clear and consistently documented manner
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## Education

**University of California, Santa Cruz**

*B.S. in Computer Science: Computer Game Design*

**Santa Cruz, CA**

December 2017

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## Skills and Interests

**Programming Languages:** Java, Javascript, Python, C, C++, C# , Lua.

**Applications:** Unreal, Unity, Github, Lumberyard, Twine, Photoshop, Illustrator, Blender, Vegas Pro, Audacity.

**Misc:** Event Planning & Management, Social Media, Task Management, Bug Writeups.

**Interests:** Competitive Fighting Games, Rhythm Games, Table Tennis, Basketball.