

Chong-Oak Lee

```
{Programmer JOHN;}
```

```
/**  
 * Email      = chongoal@andrew.cmu.edu  
 * Phone      = (610) 213-6298  
 * Website    = http://www.johnnylml.com/projects.php  
 */
```

Education

```
{  
  Carnegie Mellon Univeristy  
  M.S = Entertainment Technology;  
  B.S. = Computer Science;  
  GPA = 3.81 / 4.00;  
  Expected Graduation = { May 2011 (Masters)  
                          May 2010 (Bachelors) };  
  Minor = { Physics, Music Technology };  
}
```

Skills

```
{  
  Programming Languages:  
  General = { C, C++, C#, Java, Python };  
  Web      = { HTML5, CSS, PHP, JavaScript,  
              Ajax, JQuery };  
  Data     = { MySQL, MSSQL, XML, SOAP };  
  Engine   = { Unity3D, XNA, Panda3D };  
  
  Human Languages:  
  Fluent in English and Korean;  
}
```

Course Work

```
{  
  - Operating Systems (kernel development on x86);  
  - Algorithms and Analysis;  
  - Building Virtual Worlds (see portfolio);  
  - Improvisational Acting;  
}
```

Experience

```
{  
  Gameplay Programmer [Redwood City, CA | 2010]  
  {  
    Electronic Arts  
    Project: Escape From Planet Zero  
    -> took a game from early concept design to  
        a fullydeveloped a game using HTML5.  
  }  
  
  UI Programmer [Pittsburgh, PA | 2010]  
  {  
    CMU - ETC [Client: The Electric Company]  
    Project: Electric Racer  
    -> developed a racing game that teaches phonics  
        to children  
    -> responsible for GUI programming using Unity3D  
  }  
  
  Backend Programmer [Pittsburgh, PA | 2010]  
  {  
    CMU - ETC [Client: Microsoft]  
    Project: Aura  
    -> responsible for database, network programming,  
        backend support for social application.  
    -> http://www.etc.cmu.edu/projects/aura/  
  }  
  
  Game Designer/Programmer [Pittsburgh, PA | 2009]  
  {  
    CMU - Language Technology Institute  
    Project: LISTEN  
    -> Researched games that use speech for gameplay;  
    -> Designed and implemented a game for mass  
        collection of speech data;  
  }  
  
  Quality Assurance Engineer [Redwood City, CA | 2008]  
  {  
    Oracle Corporation  
    -> Converted test scripts for newly developed UI;  
    -> Manual/Auto testing and bug reporting;  
  }  
  
  Teaching Assistant [Pittsburgh, PA | 2008-2009]  
  {  
    Adv/Int Programming (Java) [2009]  
    Introduction to C/Unix Programming [2008]  
    -> Held weekly classes;  
    -> Graded students' programs and  
        gave feedback to students;  
    -> Assisted students on 1-on-1 basis  
        during office hours;  
  }  
  
  REU Student Researcher [Hoboken, NJ | 2007]  
  {  
    Stevens Institute of Technology  
    -> Researched Swarm Robotics;  
    -> Designed effective communication algorithm  
        for a distributed system of robots;  
    -> Implemented and simulated the algorithm  
        in Player/Stage (Robotics Simulation);  
  }  
}
```