

JASON LEE

PROFESSIONAL SUMMARY:

Generalist Senior Games Programmer with over 6 years' experience developing scalable, performance-focused features and tools for both single player, multiplayer AAA titles. Proficient in Unreal Engine with hands on experience developing with proprietary engines across a variety of platforms including PlayStation, Xbox, Switch, and PC. Currently developing leadership capabilities by mentoring junior/mid level team members, scoping complex technical features, and delegating tasks within an Agile development environment. Beyond technical expertise, I've sat on the ambassador board for 3 years, delivering talks at conferences and educational institutions to inspire future developers and represent my employer within the wider games community.

PROFESSIONAL EXPERIENCE:

Unannounced Project – Senior Programmer

- Core systems
- Branch integration
- Optimisation and performance profiling
- Bug fixing



Unannounced Project – Senior Programmer

- Core Tech and Tools
- Managed and migrated cross-project systems
- Investigated, designed and developed large systems
- (Missions, Destruction, Teleportation etc.)
- Pitching features/systems to directors and clients
- Introduction to mentoring



Exoborne – Senior Programmer

- Gamepad Support
(Driving a technical feature whilst managing a small team)
- Optimisation and performance profiling
- Technical design reviews, scoping and delegating tasks

EAFC 24 - Programmer

- UI
- Profiling and optimisation
- Deprecated/Stale tech and tools migration



Assetto Corsa Competizione - Junior Programmer

- Maintained and implemented steering wheel support across a large number of manufactures
- Blueprint to native C++ migration
- UI
- Bug fixing

KEY SKILLS:

Game Engines

- Unreal Engine
- Frostbite
- Godot

Programming Languages

- C++
- C#
- Blazor

Software

- Visual Studio
- Perforce
- Git
- Atlassian (Jira/Confluence)

Soft Skills

- Managing and coordinating a small team
- One on One mentoring
- Creating and presenting game industry specific talks at conferences and education institutions

EDUCATION:

Liverpool John Moores University
Computer Games Development Bsc - Bachelor of Computer Science - Class I

• Game Physics and AI	86%	• Real-Time Rendering	68%
• Game Engine Architectures	82%	• Game Production	79%
• Software Engineering for Games	69%	• 3D Computer Graphics	71%

HOBBIES AND INTERESTS:

Sports have always been a big part of my life, especially football, cricket, and golf, and I love the mix of teamwork and friendly competition they bring. I've played games my entire life, which originally sparked my interest in building interactive worlds. This now inspires my shift towards simulation development, combining my love for sports and passion for developing interactive worlds.

EMPLOYMENT HISTORY:

d3t

Junior Software Engineer: June 2020 – April 2022
Software Engineer: April 2022 – September 2024
Senior Software Engineer: September 2024 – Present



RenderNation

Internship: February 2020 – April 2020

- Exploring Unreal Engine 4 Development
- Worked on 2 professional projects (NDA)
- Transferring my game design/development methods and skills to architecture visualisation



Carphone Warehouse

Customer Consultant: March 2015 – March 2020



References available upon request.