Jason Lee
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Professional Summary:

Generalist Senior Games Programmer with over 5 years' experience developing scalable, performance-focused features and tools for both single player and 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 teammates, scoping complex technical features, and delegating tasks within an Agile development environment. Beyond technical expertise, 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.

Core Skills:

Game Engines:

- Unreal Engine
- Frostbite
- Godot

Languages:

- C++
- C#

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

Professional Experience:

Unannounced Project – *Senior Programmer*

- Core Tech and Tools
- Managed and migrated cross-project systems
- Investigated, designed and developed scalable systems
    (Quest, Destruction, Teleportation)
- Pitching features/systems to directors
- Introduction to mentoring

Exoborne – *Senior Programmer*

- Gamepad Support
    (Driving a technical feature whilst managing a small team)
- Optimisation and performance profiling
- Reviewing designs and scoping work
- Planning and distributing tasks

EAFC 24 (Switch) - *Programmer*

- UI
- Optimisation
- Tools and Tech migration

Assetto Corsa Competizione + DLC (PS4 | Xbox One) - *Junior Programmer*

- Maintained steering wheel support across a variety of manufactures
- UI
- Bug fixing

Education:

Liverpool John Moores University: Computer Games Development Bsc - *Class I*

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

Hobbies and Interests:

I'm a big fan of film, music, and video games, Counter-Strike has been my go to for years, though these days I'm more into laid-back couch play on the PS5. When I'm not gaming, you'll usually find me playing football, squeezing in a round of golf or heading out for a run. I love mixing creative downtime with staying active, and I'm always up for trying new sports.

Employment History:

d3t

Junior Programmer:	June 2020 – April 2022	
Programmer:	April 2022 – September 2024	
Senior Programmer:	September 2024 - Present	

RenderNation

Internship: February 2020 – April 2020

- Exploring Unreal Engine 4 Development
- Worked on 2 professional projects
- Transferring game design/development methodologies to architecture visualisation

Carphone Warehouse

Customer Consultant: March 2015 – March 2020

References available upon request