Brian Johnson Lin

T (408) 806-5102
brianjohnsonlin@gmail.com
Portfolio: brianjohnsonlin.com
linkedin.com/in/brianjohnsonlin
Work Authorization: U.S. Citizen

Objective

Looking to obtain a junior-level position in the Computer Science or Game Design fields.

Education

University of California, Santa Cruz – September 2013 to August 2016
Bachelor of Science in Computer Science: Computer Game Design
Bachelor of Arts in Computer Science GPA: 3.44 – Double Major completed in three years

Skills

- Platforms: Unix and Microsoft Windows XP–10
- Software: Java, JavaScript, C, C++, C#, Python, and HTML with the ability to quickly learn more programming languages as needed.
- Game Design Software: Unity Game Engine, GameMaker Studio Pro
- Strong mathematics, logic, programming, and problem solving skills.
- Familiar with Microsoft Office Suite, Adobe Creative Suite CS6.
- Extensive knowledge in game theory, computer graphics, & algorithm design.

Experience

- **Waymo (via Randstad Staffing), Mountain View – Software Quality Ops Associate**: September 2018 – Present
  Responsible for ensuring the quality of Waymo's self-driving car software through testing
  - Reviewed and analyzed testing data to identify problematic areas and provide feedback to development
  - Preformed quality assurance on new software, reported bugs, and helped improve internal tools.
  - Created test scenarios, worked closely with engineers ensuring high quality of tests
  - Identified and reported bugs, kept track of issues
- **Osmo / Tangible Play, Palo Alto – Software Engineer, Games, C#, MacOS, iOS**: October 2016 – July 2017
  Programmed Osmo games in the Unity Game Engine in C#. Took on tasks including, but not limited to:
  - Gameplay: Physics, Gameplay flow, Controls, Character abilities, Balancing
  - UI implementation: Menus, Tutorial prompts, and HUD graphics
  - Cameras and viewpoints: Cinematic cameras and Dynamic 3rd person gameplay cameras
  - Art implementation: Integration 3D maps from Maya into Unity. Worked on map and character editing tools

Projects

- **Portfolio**: More information about these projects can be found at brianjohnsonlin.com.
- **Osmo Hot Wheels MindRacers – 2016–2017, Unity Game Engine, C#**: Augmented reality children's game using computer vision on real cars and physical tokens to race on the virtual on-screen racetrack. As a junior software gameplay engineer, I was involved in several different aspects of the game including programming abilities, levels, physics, UI elements, cameras, AI behavior, cutscenes, visual effects, tutorials, etc.
- **Moai – 2016, Unity Game Engine, C#**: Senior Game Design studio project at UCSC that was made over the course of five months. Moai is a 3D, randomly-generated open-world exploration game made in the Unity Game Engine, which uses the C# language. Worked as lead designer and programmer, I came up with the premise of the game, made major design decisions, and programmed a large amount of the game.
- **Technical TeL3Metry – 2018, LWJGL 3, Java**: A game made in Java with LWJGL 3. The small 2D puzzle-platformer game follows a little robot named L3M through a series of levels that he must complete. As lead designer and programmer, I designed the mechanics and premise of the game, programmed all visual effects, mechanics, and UI functions, and designed all levels.