Julian Kida

http://www.linkedin.com/in/juliankida | Games Portfolio: https://jucchan.github.io/

EDUCATION

University of Southern California   Los Angeles, CA
M.S., Computer Science (General)   May 2023, GPA 3.96
B.S., Computer Science (Games)   May 2021, GPA 3.87
Awards: Trustee scholar (full-tuition scholarship), Viterbi Fellow, Viterbi Dean's List (all semesters)
Coursework: Advanced Game Projects, Game Engine Development, Web Technologies

SKILLS

Programming Languages and Web Technologies: C++, Python, C#, Java, CSS, HTML
Tools: Unity, Git, Perforce, VisualStudio
Game Development Skills: Rapid prototyping, Game engines,
Mechanics and level design
Foreign Languages: Japanese (native, JLPT N1 certification),
French, Portuguese

PROFESSIONAL EXPERIENCE

The Books of Egu, LLC   Inglewood, CA (remote)
Unity Systems Engineer   Summer 2021 – Summer 2023
- Configured publication of *The Forerunner's Gospel* series of Unity-based action and puzzle games to Google Play and iOS App Stores.
- Generated revenue by integrating in-game advertisements, in-app purchases, and media sharing.

USC Games   Los Angeles, CA
Graduate Teaching Assistant   Fall 2021
- Graded and provided guidance on quizzes and essays for course on interactive entertainment.

Intel Corporation   Hillsboro, OR
Software Intern   Summer 2019
- Published Github contributions to Trusted Compute Framework, an Ethereum blockchain technology.
- Developed Python GUI clients for demonstrations to outside groups and new members.

GAME PROJECTS

That's Not How It Happened – Lead Designer   Summer 2021 – Spring 2022
- Led design team for Unity-based thesis project that uses varied gameplay genres (beat-em-up, visual novel, and point-and-click) to tell a multi-perspective narrative.
- Communicated asset, engineering, and playtesting requirements to other group leads.
- Received 98% positive reviews in Steam release.

Crescendo – Gameplay Engineer   Summer 2020 – Spring 2021
- Implemented tools and features for music-themed Unity 2D action-platformer.
- Developed custom Unity editor so that designers can easily modify attack hit detection properties.
- Contributed to enemy behaviors, keyboard and controller input support, and save features.

LEADERSHIP

SC Smash – President, Tournament Organizer   Fall 2017 – Spring 2023
- Organized weekly events with up to 100 attendees for the *Super Smash Bros.* series of games.

USC Trojan Esports – Team Captain/Manager   Spring 2019 – Spring 2023
- Planned and competed in intercollegiate tournaments and exhibitions for USC's *Super Smash Bros. Ultimate* and *Hearthstone* esports teams.