



Joanna Leung

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Objective

To obtain a position as a designer at an awesome game company

Work Experiences

Scripter Intern (Treyarch), July 2009 – August 2009

- Designed and implemented a test level for Call of Duty: Black Ops
- Edited the test level in Radiant and scripted the events in GSC
- Participated in scripter and design meetings
- Gave constructive feedbacks on levels made by other designers

Console Game Tester (Aerotech for Nintendo of America), June 2008 – August 2008

- Nintendo Wii and DS functional certification, gameplay testing, and localization testing
- Researched, reported, and wrote up bugs
- Regressed, verified, and tested bug fixes

Console Game Tester (Volt for Microsoft), January 2008 – April 2008

- Xbox 360 hardware and functional certification (TCR)
- Researched, reported, and wrote up bugs

After School Coordinator (DigiPen Summer Workshop), June 2005 – August 2005

- Designed and organized several student activities

Technical Experiences

- **Level Editors:** Radiant, UnrealEd, Hammer
- **Programming & Scripting Languages:** C/C++, C#, LUA, XML, ActionScript, GSC, CSS, HTML/DHTML, Java, Javascript, Assembly (Game Boy Color & Game Boy Advance), SQL
- **AI:** State Machines, A*, Planning, Reactive Movement, Steering Behaviors
- **Other Tools:** 3ds Max, Photoshop, XNA, Flash, Word, Excel, SVN and Perforce (version control), Trac (bug database), Microsoft Visual Studio .NET, DirectX, OpenGL, FMOD, MPLAB IDE, Scilab

Soft Skills

- Attention to details
- Willingness to take constructive criticism
- Highly motivated, organized, and responsible

Education

- Bachelor of Science in Computer Science – Real-Time Interactive Simulation / Math Minor (DigiPen Institute of Technology – Redmond, WA – 2004 – 2010)
- Computer Science (Southern Polytechnic State University – Marietta, GA – 2003 – 2004)
- Diploma (Lakeview Academy – Gainesville, GA – Graduated in 2003)

Student Projects

- **Rikko – 3D Action Multiplayer Game (LUA / C++):** Team of 4 programmers and 2 artists
My responsibilities were to be a Programmer / Game Designer / Producer / Audio Director / Tester
- **Asteroid Colony – 2D Board Game in Flash AS3 (ActionScript):** Team of 1 programmer
My responsibilities were to be a Programmer / Game Designer / Tester
- **Muzika – Arcade Style Rhythm Game (C++ / C#):** Team of 3 programmers and 1 artist
My responsibilities were to be a Programmer / Game Designer / Audio Director / Tester.
- **Bikerz Brawl – 2D side-scroller multiplayer shooter in XNA (C#):** Team of 2 programmers
My responsibilities were to be a Programmer / Game Designer / Producer / Art Director / Tester.

Other Information

- Participant in Monolith Playtests and Microsoft Usability Tests
- A passionate female gamer