

Eric S. Lee

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EDUCATION

University of Pennsylvania - Philadelphia, PA

School of Engineering and Applied Sciences

Bachelor of Science in Engineering in Digital Media Design

May 2015

Interdisciplinary major in Computer Science, Fine Arts, and Communications

GPA: 3.71

Master of Science in Engineering in Computer Graphics and Game Technology

Coursework - Software Engineering, Game Design & Development, iPhone App Development, Javascript, Linux/Unix, Algorithms, Databases, Computer Architecture, Advanced Computer Graphics, Physically Based Animation, Image Processing, Engineering Entrepreneurship, Adv. 3D Modeling, Web and Digital Design

EXPERIENCE

Zynga - Software Engineer Intern

June 2014 - August 2014

Implemented design and localization work on iOS for New Words with Friends. Also, in a team of five, developed an original mobile game from ideation to playable prototype in four weeks, winning 1st place in Zynga's Intern Innovation competition.

Electronic Arts - Software Engineer Intern

May 2013 - August 2013

Developed a telemetry module on the client that tracks player actions to generate data for analytics and customer service, extensible for each yearly iteration of Madden and NCAA Ultimate Team. Credited in Madden 25.

Institute for Creative Technologies - Software Engineer Intern

May 2012 - August 2012

Tested and integrated new physics and animation tools for a virtual human toolkit. Extended a mixed-reality story game to include a shooting gallery game using Unity and improvements to the infrared vision player tracking system.

University of Pennsylvania - Teaching Assistant

September 2011 - Current

Provide guidance and grading for Digital Media Design Senior Projects spanning a wide range of topics and technologies (Sp 14, Fa 14). Tutor and grade for Intro Computer Graphics in C++ and OpenGL (Sp 14). Teach weekly labs of 20 students, grade homework, plan lessons, and answer questions for Intro to Computer Science in Java (Fa 11 - Fa 13).

PROJECTS

Environments through Motion

Fall 2013

As a senior project, developed a motion-controlled interface for rapid prototyping of virtual environments in Unity using the Leap Motion Controller. Users can manipulate 3D objects using natural gestures, allowing virtual spaces to be prototyped faster than using a mouse when high concept delivery is the main goal over finesse. Received an A+ and opportunity to TA Senior Design.

EventSnap

Fall 2013

iOS app that allows for event organizers to create events that users can upload captioned photos to. Users can then view a photostream of all photos uploaded to a particular event. Responsible for front end implementation of views and controllers. Backend implemented using Parse. Joint project.

Knight Strike

Spring 2014

As a developer in the Pennsylvania Game Studio, helped program a hack-n-slash game available on iOS and Android app stores. Primarily responsible for game-altering "hack" features. Developed in Unity and C#.

MessLess

Fall 2013

Web recipe assistant that utilizes the Leap motion controller for hands-free navigation through step-by-step recipes pulled using the Yummly API to address the problem of scrolling through a recipe on a laptop with messy hands. Primarily developed on the front end using Backbone.js for site layout and timer implementation. Developed during the Fa 13 PennApps hackathon.

TECHNICAL SKILLS

Technical Areas - Mobile Development (iOS), Game Development, Computer Graphics, Software Engineering, Agile

Programming - Java, C++, C#, Objective-C, OpenGL, HTML, CSS, SQL, MATLAB, Unix, Version Control (Git, SVN, Perforce)

Software - Unity, Maya, Leap Motion, Photoshop, Illustrator, After Effects

AWARDS

KPCB Engineering Fellow, Dean's List 2010-11, 2012-13, 2013-14, PTSA Scholar, Eta Kappa Nu Engineering Honor Society