Jason **Chin**

LEAD GAMEPLAY PROGRAMMER

London, UK

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Profile

An experienced and dedicated Gameplay Programmer with a passion for creating exciting and immersive gaming experiences. With a solid foundation in computer engineering and a lifelong love for gaming, I possess a unique blend of technical expertise and an innate understanding of game design principles. Thriving in dynamic and collaborative environments, I excel not only in contributing to the creative core of projects, but also in leading and nurturing the team. My goal is to leverage my talents to become a key creative figure in creating games that push the boundaries of interative entertaiment.

Skills

Programming	C++, C#, Objective C, Swift, Python, Lua, PHP, SQL
Software	Unreal Engine, Visual Studio, XCode, Unity, Cocos2d-x, SDL, Perforce, Git
Other	Leadership, Gameplay, Game design, Creativity, Mentoring, OOP, ECS, PS5, Nintendo Switch, VR, engines, networks

Experience

Sony PlayStation London Studio   *London, UK*

LEAD GAMEPLAY PROGRAMMER   *Oct. 2021 - Present*

- Designed, prototyped and implemented many core gameplay systems for a PvE third-person action game, such as melee and ranged combat, AI enemies, camera and character traversal.
- Built up, managed and lead the Gameplay Programming team.
- Feature owner of a multidisiplinary team of designers, programmers, animators, VFX artists, UI and audio designers.
- Managed and coordinated the output of teams to ensure timely delivery of features and updates.
- Worked using our in-house engine, utilising determinism, rollback and ECS.

    2024 **Unannounced Multiplayer Action Title** - PS5, PC

SENIOR GAMEPLAY PROGRAMMER   *Jan. 2018 - Oct. 2021*

- Worked in Unreal Engine to develop prototypes for the PS VR2.
- Designed, prototyped and developed concepts and game ideas.
- Developed systems to allow for realistic real-time manipulation of live action video footage.
- Built network pipeline and companion phone app for intuitive and responsive control input.

    2020 **Unannounced VR Title** - PS5, PS VR2

    2019 **Unannounced Narrative Title** - PS4

JContents   *Osaka, JAPAN*

SENIOR DEVELOPER   *Jul. 2015 - Dec. 2017*

- A game development studio based in Osaka, working with some of the biggest brands in Japan.
- Gameplay Programmer for a highly successful Unity project, collaborating with clients such as JR railways and Namco Bandai.
- Responsibilties included working with the Nintendo Switch SDK, online matchmaking and AI.
- Lead programmer on app using Cocos2d-x.

    2017 **Platinum Train: Nippon Judan Testsudou no Tabi** - Nintendo Switch

    2016 **The Roast** - iOS   *Panasonic*

Memrise   *London, UK*

SENIOR SOFTWARE ENGINNER   *Jan. 2013 - May 2014*

- An educational startup company, we developed highly successful innovative language learning games. Applied game design practices to adult education services.
- Developed user-facing interaction systems using Objective C, Cocoa, C++ and Lua.
- Created and optimised databases and networking systems to handle an expansive learning platform with more than 300k user generated courses.

    2014 **CatAcademy - Cat Spanish** - iOS

    2013 **Memrise** - iOS, Android

Mindshapes
London, UK

LEAD SOFTWARE ENGINEER
May 2012 - Jan. 2013

- Developed award winning innovative products aimed at inspiring children through interactive story telling. Highly polished work in small creative teams, under very tight schedules.
- Gameplay/Interactivity programming using C++, Objective C and Cocoa.
- Mini-games, client based server interaction, download systems, user account management.

    2013 **Shrinky Kid's Boogie Box** - iOS
    2012 **Magic Town** - iOS

Marmalade Game Studio
London, UK

SOFTWARE ENGINEER
Sep. 2009 - May 2012

- Worked in medium sized teams at strict deadlines to produce high quality, critically and commecially acclaimed mobile action games.
- Main responsibilities included gameplay programming, enemy and boss AI, collision and animation systems.
- Made large-scale improvements to the networking systems, leaderboards and metrics.
- Also implemented UI, lighting and shaders, developed prototypes and dynamic audio systems.
- Mentored junior software engineers.

    2011 **Call of Duty: Black Ops Zombies** - iOS, Android   *Activision*
    2011 **QuBit** - iOS, Playbook   *Marmalade Game Studio*
    2011 **Fable Coin Golf** - Windows Phone 7   *Microsoft*
    2010 **Lara Croft and the Guardian of Light** - iOS, Android   *SquareEnix*
    2010 **Backbreaker: Tackle Alley** - iOS, Android   *NaturalMotion*
    2009 **Call of Duty: World at War: Zombies** - iOS   *Activision*

Zsah
London, UK

SOFTWARE ENGINEER
Jan. 2009 - Sep. 2009

- As a web software developer, I collaborated within tight-knit teams to create expansive online portals and innovative collaborative web applications using C# and ASP.NET.

Education

ARC Academy Osaka
Osaka, JAPAN

JAPANESE LANGUAGE JLPT N2 (ADVANCED LEVEL) CERTIFICATION
Jun. 2014 - Jun. 2015

- To pursue a career in the Japanese gaming industry I moved to Japan, spending a year learning Japanese and immersing myself in the culture.

Imperial College London
London, UK

BENG IN COMPUTING (HONS) - 2:1
Oct. 2005 - Jul. 2008

- Modules included: Software Engineering, Logic, Mathematics, Advanced Databases, Graphics, Networks and Communications, Operating Systems, Compilers, Concurrency

Interests

Games   Passionate gamer with a diverse taste in video games, ranging from blockbuster AAA titles to hidden indie gems.

Design   Known for dissecting games to unravel their intricacies and understand their inner workings.

Psychology   A fascination for understanding human behaviour and how it relates to good game design. Always eager to delve into the complexities of the human mind.