

Lucas Yee — Software Engineer & Game Developer

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Education

DigiPen Institute of Technology Singapore & Singapore Institute of Technology <i>B.S. Computer Science in Real-Time Interactive Simulation</i> Focus: Game Development, Graphics Programming, Engine Architecture, Real-time Systems	Singapore 2023–2027
Temasek Polytechnic <i>Diploma in Games Design and Development</i>	Singapore 2018–2021

Professional Experience

Showa Labs <i>Co-founder</i>	Singapore Sep 2024–Present
<ul style="list-style-type: none">○ Collaborate closely with clients to understand game concepts and design technical architecture to guide development processes○ Design and draft game ideas and technical architecture to guide development processes○ Lead the development of games tailored to client specifications, from initial concepts to completed products, incorporating feedback to refine and enhance features○ Facilitate iterative improvements by presenting prototypes to clients, addressing change requests, and ensuring satisfaction with the final product○ Oversee end-to-end game development, ensuring high-quality deliverables and client satisfaction	
IGG <i>Junior Unity Engineer</i>	Singapore Mar–Jul 2021
<ul style="list-style-type: none">○ Developed game features using Unity Game Engine and C# for production mobile games○ Led feature-based development including Quest System, Campaign System, Leaderboards, and Item Management○ Collaborated with backend engineers to implement client-server communication and data integration○ Built UI systems and tools for game designers to streamline content creation○ Managed system implementation from concept to deployment in live gaming environment	
IGG <i>Unity3D Client Intern</i>	Singapore Jul 2020–Mar 2021
<ul style="list-style-type: none">○ Contributed to Unity-based game development as part of client programming team○ Gained hands-on experience in game engine development and mobile game optimization○ Worked in Agile environment with cross-functional teams including designers and artists	

Projects

Quack Kitchen — C++, OpenGL, ImGui <i>Duck Engine - 2D Game Engine</i>	Technical Lead 2024
<ul style="list-style-type: none">○ Led development team as Technical Lead for GAM-200 module, delegating tasks based on team members' strengths○ Architected custom 2D game engine "Duck Engine" in C++ with modern design patterns including Entity-Component System (ECS)○ Designed scalable framework with data separation and extensible architecture for 2D cooking game "Quack Kitchen"○ Developed custom editor tools and integrated game logic systems for robust development workflow	
lucasyee.com — Next.js, TypeScript, Tailwind CSS <i>Personal Portfolio Website</i>	2024
<ul style="list-style-type: none">○ Built responsive portfolio website using Next.js and TypeScript to showcase my projects and technical skills with clean, modern design○ Optimized for performance with Tailwind CSS styling and Vercel deployment, featuring fast loading and smooth user interactions	

Technical Skills

Languages: C++, C#, Python, JavaScript, TypeScript, HTML/CSS
Framework & Libraries: : Unity, OpenGL, React, Next.js, Node.js, Tailwind CSS
Software Engineering: Engine Architecture, Technical Documentation, Client-Server Architecture
Tools: Git, JIRA, Agile Development, Notion, Slack