

OSMOND LEE

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EDUCATION

• University of Illinois Urbana Champaign

BS Computer Science, Game Studies and Design Minor

◦ GPA: 3.79/4.00

◦ Relevant Coursework: Basics of Game Studies, Top Down Video Game Design, Data Structures, Game Development, Introduction to Video Game Development Processes

Champaign/Urbana, IL, USA

Est. Graduation Date May 2028

PROFESSIONAL EXPERIENCE

• The Stu/dio at Illinois

Game Programmer & Playtester

August 2025 - Now

Champaign, IL, USA

- **Collaborated** with designers, programmers, and sponsors to **implement** a Computational Fluid Dynamics (CFD) visualizer using UE5's Niagara Particle System, Blueprints, and C++.
- **Engineered** modular UI components in Unreal Engine 5 to render real-world CFD meshes generated collaboratively using OpenFOAM.
- **Translated** user and playtester feedback into actionable gameplay improvements for a Unity mobile title, managing the macOS build pipeline to ship a major version update to the iOS App Store.
- **Maintained** code base quality by conducting regular peer reviews using Perforce and Helix Swarm.

• Discovery Partners Institute

Summer Tech & Research Intern

May 2025 - August 2025

Chicago, IL, USA

- **Integrated** MongoDB in a Kotlin-based social networking app, leveraging Coroutines to research how to transition from in-person into online connections.
- **Processed** 30+ logs from MongoDB Atlas using a Python algorithm, identifying 25 social encounters.
- **Developed** practical skills in technical interviews, AI, and entrepreneurship by completing 14 workshops on tech career topics.

PROJECTS AND ACTIVITIES

• GameBuilders @ University of Illinois

SFX Artist

September 2024 - December 2024

Champaign, IL, USA

- **Designed and play-tested** The Downstairs, a psychological horror game, with a team of 15 students.
- **Produced and engineered** 44 immersive sound effects using Audacity to build a psychological horror atmosphere.
- **Gained** experience in a game development pipeline, collaborating directly with artists and programmers on asset implementation.

• Illini Esports

Minecraft Community Coordinator

October 2025 - Now

Champaign, IL, USA

- **Serve** as one of two primary liaisons between administration and a 40+ member community, managing communications and providing critical updates.
- **Co-led** the successful re-launch of the Illini Esports Minecraft server for 15+ concurrent users while enforcing community guidelines and moderation policies.
- **Coordinate and supervise** weekly community events to drive server growth and player engagement.

SKILLS

- **Programming Languages:** GDScript, Python, C++, C#, Kotlin
- **Game Engines & Tools:** Unreal Engine 5 (C++, Blueprints), Godot, Unity Game Engine
- **Software & Platforms:** Visual Studio, Perforce, Git, GitHub, MongoDB, Blender, Jira, Diversion
- **Languages:** English (Native), Cantonese (Conversational)

HONORS AND AWARDS

• William J. Cook Scholarship Trust Fund Recipient

The Chicago Community Trust

June 2024, 2025

• Chicago Engineer's Foundation Award

Chicago Engineer's Foundation

July 2024, 2025