

# OSMOND LEE

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## PROFESSIONAL EXPERIENCE

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- **The Stu/dio at Illinois** August 2025 - Now  
*Game Programmer & Playtester* 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 interfaces in Unreal Engine 5, **resolving** critical UI bugs and **enhancing** user experience.
  - **Designed and implemented** a user-interactive level, enabling the user to rotate and choose between 2 planes to simulate.
  - **Translated** user feedback into actionable gameplay improvements by implementing and refining features for a mobile title in Unity.
  - **Maintain** code base quality by conducting regular peer reviews using Perforce and Helix Swarm.
- **Discovery Partners Institute** May 2025 - August 2025  
*Summer Tech & Research Intern* 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

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- **Illini Esports** October 2025 - Now  
*Minecraft Community Coordinator* 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.
- **GameBuilders @ University of Illinois** September 2024 - December 2024  
*SFX Artist* 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.

## SKILLS

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

## EDUCATION

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- **University of Illinois Urbana Champaign** Champaign/Urbana, IL, USA  
*BS Computer Science, Game Studies and Design Minor* Est. Graduation Date May 2028
  - GPA: 3.79/4.00
  - Relevant Coursework: Basics of Game Studies, Top Down Video Game Design, Data Structures

## HONORS AND AWARDS

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- **William J. Cook Scholarship Trust Fund Recipient** June 2024, 2025  
*The Chicago Community Trust*
- **Chicago Engineer's Foundation Award 2024 and 2025** July 2024, 2025  
*Chicago Engineer's Foundation*