

Mason Chandler Reed

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Education

University of California, Santa Cruz

Bachelor of Science in Computer Science: Computer Game Design | 2.99
(June 2018)

Technological Skills

Languages and Frameworks:

Experienced: Javascript, jQuery, HTML5, Python, C++

Proficient: C, C#, Node, Java

Some exposure: GLSL, Lua, WebGL, OpenGL

Applications:

Experienced: Unity, GitHub, GameMaker, Microsoft Office

Proficient: Visual Studio, FL Studio

Some Exposure: Blender, Aseprite, Piskel, Unreal

Projects

Proofdoku (2017)

AI-based sudoku-like game as a research project with Adam Smith

Developed front end game using Javascript and CSS

Screaming Wave Rampage in Sea Minor (2017)

2017 Global Game Jam Game where you use the pitch of your voice to control a wave

Implemented voice input and pitch detection using Javascript

That Sinking Feeling (2016)

Murder-mystery adventure game created with Javascript and CreateJS in HTML

Contributed to engine programming, artwork, and writing; Developed dialogue system

Double Jump (2015)

Platformer created in GameMaker where the player gets double the jumps after each level

Programmed character behavior and inputs

Co-designed levels

Juanito El Nahualito (2018)

Third person, puzzle adventure game about a teen learning about his heritage on a search for his Grandfather

Gameplay programmer

Work Experience

Monterey Recreation Department, Camp Quien Sabe Monterey, CA

Recreation Leader

June, 2011 to August, 2016

Counseling groups of 6-8 children aged 7-11 and groups of 20-30 teens aged 13-15.

Responsible for teaching the campers about nature and specifically the area of Toro State Park.

Coordinated and participated in the building of a rope barrier around a pond to preserve wildlife

Personal Interests

Classical Guitar

Singing in Choir

Volleyball

Surfing

Hiking and Outdoor activities

Snowboarding