Jason Pambuena

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Education

UNIVERSITY OF CALIFORNIA - IRVINE | Bachelor of Science Degree in Computer Game Science (GPA: 3.365)
Graduated after three years as a Computer Game Science major at UCI, creating several projects (see "Games and Projects").
- **Hexadecimal and base-n** and **how to read memory addresses** for computer development.
- **Kd-Tree Ray Tracing** to efficiently render virtual objects onto computer screens ("metal ball in a football field").
- **Blinn Phong Reflection** using *GLSL* for **realistic lighting** in 3D Computer Graphics.

Skills

HARD SKILLS: Linear Algebra, Iterative Design, IK Rigging, Anim Trees, State Machines, Event Handling
CODING LANGUAGES: C++, C#, Python, Java, Unreal Visual Blueprint, MIPS
SOFTWARE: Unreal Engine 5, Autodesk Maya, Unity, FMOD
LANGUAGES: English (Native), French (Fluent)

Job Experience

DISNEY COLLEGE PROGRAM CAST MEMBER | JUNE 2025 - ONGOING
WALT DISNEY COMPANY | Orlando, FL | 30 - 40 hr/wk
Created magical moments as a Disney's College Program Cast Member in Pecos Bill Tall Tale Cafe in Walt Disney World.
- Trained to follow and preserve company integrity with Walt Disney Company's *5 Keys to Create Happiness*:
  - *Safety, Courtesy, Inclusion, Show, and Efficiency*

PART-TIME CUSTOMER SERVICE REPRESENTATIVES | APRIL 2024 - MAY 2025
UPS STORE | South Pasadena | 10-25 hr/wk
Processed thousands of packages through UPS, and guided clients through the shipment process.
- Learned how to pack and process shipment labels for outgoing and incoming mail.

ELECTIONS ASSISTANT III | OCTOBER - DECEMBER 2023
Los Angeles City Government | Los Angeles | 40 hr/wk
Verified signatures of 100+ petitions supplied by the LA County government for the March 2023 elections.
- Executed government protocol to verify thousands of signatures in a DIMS data-entry database to ensure a secure and fair election process.

CONFERENCE ASSOCIATE | MARCH 2023
Game Developers Conference (GDC) | Moscone Center, San Francisco | 20 hr/wk
Greeted thousands of conference attendees and directed them to their panels.
- Guided industry-leading speakers in presenting their talks in a timely manner, ensuring the audience was behaving well.

Games and Projects

TEAM LEAD | AUGUST 2022 - ONGOING
WE GOT COMPAGNIE! **(Playable Unreal Engine 5 Third Person Game** *w/ BP and C++***) | University of California - Irvine (UCI)**
A 3D Arena musical boss encounter where you play as a violinist battling against a Tuba monster.
- ***Won*** *Student Game Dev Association's* ***$100 Mini-Grant*** and *IEEE GameSIG's* ***Most Innovative Audio and User Interface Award***.
- ***Led team*** through ***a living GDD w/ 3 design pillars*** for an **reactive audio system** that mimics *HI-FI RUSH*'s beat system through ***FMOD*** with **music STEMS** to grant the player the unique feeling of playing a ***duel-of-duets*** with a boss.
- ***Saved 50%*** of development time ***by retargeting animations*** to newer 3D models with ***UE5's built-in IK tools***.
- ***Collaborated with a Lead Writer*** to create a ***living, breathing story of a musical magic kingdom*** called Soli Kingdom.

TEAM LEAD | APRIL 2022 - JUNE 2022
THE CHEAT CODE TO HAPPINESS IS... **(Playable Unity3D Rhythm Game w/ C#) | Video Game Development Club @ UCI**
A 2D note highway rhythm game where you use the analog sticks on a controller to play the beat.
- ***Engineered*** *a developer friendly* **beat-map creator** through Unity's **scriptable objects** and a **JSON-file system**.
- Added **local multiplayer** through the help of ***Object-oriented programming*** and ***Unity's Player System***.
- **Communicated with UI/UX artists** to create functional **user-friendly** menus, **satisfying result screens**, and **SFX**.
- **Programmed logic** behind hitting notes successfully, missing notes, and losing and gaining health.

ANIMATION PROGRAMMER | APRIL 2023 - JUNE 2023
rOjo (Playable Unity2D Horror Platformer w/ C#) | Video Game Development Club @ UCI
A psychological horror 2D platformer that involves evading photorealistic eyes in a black, white, and red world.
- Programmed photorealistic eyes with fluid and robust **animation transitions** between searching and finding the player.
- Coded a **Unity coroutine function** that *animates the eye to "look" back and forth from where the player hid* through the use of **animation frame data** and **directional angles**.

EVENTS COORDINATOR/FOUNDER OF Z3 | MARCH 2022 - JUNE 2023
Video Game Development Club @ UCI (VGDC@UCI) | UCIrvine Student Center
Organized 100+ member-attended events and reserved venues for the Video Game Development Club at UCI.
- ***Founded committee for an annual student game expo***: **Z3** w/ ***40+*** student-made games and ***300+*** attendees ***(held 3+ years)***.
- Organized a **Recruiter Fair** with *PlayStation, Blind Squirrel, and Obsidian Entertainment* to ***help students network***.