Jason Yuzheng Chen

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Education

Clark University   **(Aug 2023 - Present)**
Worcester, MA.   Expected Graduation: May 2026
- **B.A. in Interactive Media**
- **B.A. in Data Science, Minor in Computer Science**

Relevant Coursework: Game Studio, Intro to Discrete Structures, Algorithms, Artificial Intelligence for Games

Projects

Snooze or Looze   **(Sep 2024)**
- Programmed UI and core mechanics for a debate game in the style of 'Ace Attorney' using cards for debate options. This was for a game jam with the theme "It's Time to Wake Up"
- Led a team of classmates with little experience with game jams

Bellicose   **(Feb 2024)**
- Programmer for a 2D fighting game in the style of 'Street Fighter' created in Unity for a game jam. The theme was "Retro".
- Implemented all animation frames into Unity and developed a state machine to smoothly change between animations during gameplay
- Designed the UI of the character select screen and main fight screen.

League of Legends Scouting Tool   **(Dec 2023)**
- Engineered a Python tool utilizing the Riot Games API to efficiently gather and organize statistics from games, which were then integrated seamlessly into Google Sheets
- Used the tool to scout and track stats for Clark University's League of Legends team

Don't Feed The Duck   **(Nov 2023)**
- Programmer for a 2D platformer created in Unity
- Developed progressive mechanics, allowing the player to gradually acquire new abilities and enhance gameplay dynamics

Experience

Clark University - Home Game Staff   **(Sep 2023 - Present) Worcester, MA**
- Worked with coworkers in various position to make sure home sports game went smoothly for players, officials, and spectators
- Produced a stream for online viewers and ran advertisements at appropriate times to maintain our sponsors

Studio Blue Jay - Game Programmer   **(Jan 2024 - May 2024) Worcester, MA**
- Designed and programmed core mechanics and UI functions for an unreleased game "Starbound Wanderers".
- Maintained communication between the different teams and made sure the programming team stayed on top of tasks

Skills

Programming Languages
Java, Python, C++, C#, JavaScript, TypeScript, SQL

Web Technologies
React, Next.js, HTML5, CSS3, Tailwind CSS, git

Game Development
Unity 2022 - 2024, Unreal Engine 5

Tools and Technologies
Canva, Google Docs, Google Sheets, Microsoft 365 Suite Apps, Visual Studio, Github Desktop,

Languages
English (Fluent)
Cantonese (Conversational)
Mandarin (Learning)

Others
Communication

Time Management

Interpersonal Skills

Attention to Detail

Problem Solving