

# JiaXu (Josh) Chen

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## SKILLS

**Management Skills:** Task Management, Communication, Organization, Presentation

**Software:** Jira, Trello, ClickUp, Figma, Axure, Adobe Photoshop, Adobe Premiere Pro

**Game Engines:** Unity (2D, 3D, & VR), Godot, MonoGame, Unreal

**Programming Languages:** C#, C++, Java, JavaScript, Python

**Artistic Skills:** 3D Modeling, 3D Painting, 3D Animation

## PROJECTS

### Charon's Companion (Video Game)

January 2025 - May 2025

- Assistant Producer, Narrative Lead, and Level Designer on a 7-person platforming game for a May 2025 release on [itch.io](#). Created for IGME-680: Production Studio.
- Assisted in Project Management and Task Management.
- Authored level design documents and narrative outlines for testing and iterative development.

### The Whale (Tabletop Roleplaying Game)

September 2024 - December 2024

- Project Manager, Game Designer, and Writer on a tabletop roleplaying game for a December 2024 release on DriveThruRPG. Created for IGME-624: Tabletop RPG Design.
- Managed meetings and delegated tasks according to team member's skill sets and assigned roles.
- Wrote and edited content for cohesion and clarity.

### Shapes With Clyde (Video Game)

January 2024 - May 2024

- Project Manager, Tools Programmer, and Level Designer on a 4-person desktop game for an August 2024 release on [itch.io](#). Created for IGME-106: GDAPS 2.
- Delegated tasks using Trello and ClickUp according to members' workloads and skillset.
- Assisted group mates in designing platforming mechanics and physics systems.

### Crypt Crusade (Board Game)

January 2024 - May 2024

- Project Manager and Rule Set Designer on a 4-person turn-based strategy board game prototype. Created for IGME-220: Game Design & Development 1.
- Created and maintained a ruleset based on user feedback and design improvements.
- Arranged playtests, collected feedback, and utilized critiques to improve the prototype.

## WORK EXPERIENCE

### Rochester Institute of Technology

Rochester, New York

#### Research Assistant

January 2025 - Present

- Assisted in developing an Educational VR Project using Unity to teach middle school students about construction processes and technologies.
- Collaborated with a multidisciplinary team to improve the user experience and educational modules.

#### Teaching Assistant (IGME-220)

January 2025 - May 2025

- Facilitated class activities and assisted students with understanding class materials and expectations.
- Gave constructive feedback for students to utilize for their final project.

#### Programming Tutor

September 2024 - December 2024

- Educated students on programming concepts and syntax in C#.
- Expanded my understanding of mentoring and guiding peers towards a deeper understanding of programming..

## EDUCATION AND AWARDS

### Rochester Institute of Technology

Rochester, New York

### Golisano College of Computing and Information Sciences

Masters of Science, Game Design and Development

Beginning August 2025

Bachelor of Science, Game Design and Development

August 2024 - May 2026

- Awarded Dean's List Spring 2025
- Recipient of the RIT Presidential Scholarship