

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