

# JiaXu (Josh) Chen

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## SKILLS

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

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

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

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

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

## PROJECTS

### Charon's Companion (Video Game)

January 2025 - May 2025

- Assistant Producer, *Narrative Lead*, and *Level Designer* on a 7-person desktop narrative adventure game project over 4 months for a May 2025 release on [itch.io](#).
- Assisted in Project Management and Task Management.
- Authored level design documents and narrative outlines for testing and iterative development.
- Collected and organized user feedback from weekly playtests throughout development to improve level and game design.

### The Whale (Tabletop Roleplaying Game)

September 2024 - December 2024

- *Project Manager*, *Game Designer*, and *Writer* on tabletop roleplaying game project over 4 months for a December 2024 release on DriveThruRPG.
- Managed meetings and delegated tasks according to team member's skill sets and assigned roles.
- Wrote and edited content for cohesion and clarity.
- Directed visual design of product, including graphic design and art style.

### Shapes With Clyde (Video Game)

January 2024 - May 2024

- *Project Manager*, *Tools Programmer*, and *Level Designer* on a 4-person desktop game project over 4 months for an August 2024 release on [itch.io](#).
- Built a level editor with a Windows Forms interface for prototyping and playtesting.
- Designed levels using a bespoke level editor as well as making adjustments according to critical user feedback.
- Delegated tasks using Trello and ClickUp according to member's workloads and skillset.

### Crypt Crusade (Board Game)

January 2024 - May 2024

- *Project Manager* and *Rule Set Designer* on a 4-person turn-based strategy board game prototype over 5 months.
- 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
- Incorporated feedback from testers to enhance user experience.

## 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 Fall 2024
- Recipient of the RIT Presidential Scholarship

Relevant Coursework: Production Studio, Game Design & Development 1 & 2, Tabletop RPG Design, Rich Media Web App Development 1, Introduction to Game Web Technology, Development for Real-Time Simulations and Games 1 & 2, Game Development & Algorithmic Problem Solving 1 & 2, XR Asset Production