

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