

CHELSEA ZHANG

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PROFESSIONAL SUMMARY

USC undergraduate at Viterbi School of Engineering and School of Cinematic Arts, specializing in software engineering and interactive technologies. Experienced in C++, C#, Unity, and AI-driven systems, with a track record of building immersive gameplay and tools ranging from prototypes to shipped products. Passionate about creating engaging experiences that reach players worldwide.

EDUCATION

University of Southern California <i>Bachelor's, Computer Science</i> <ul style="list-style-type: none">Emphasis in Game Design and DevelopmentSpecialization in Digital Entrepreneurship	August 2023 - May 2027 <i>GPA: 3.65</i>
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PROFESSIONAL EXPERIENCE

Sony Pictures Entertainment <i>Technical Lead</i> <ul style="list-style-type: none">Technical Lead for Fall 2025 Sony Lab currently using Gemini Flash and AI to build a documentary simulator that gamifies how we traditionally interviewPartnering with Disney, Epic Games, and Sony	Los Angeles, CA, USA <i>September 2025 - Present</i>
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USC Fortis Lab <i>AI Engineer (Research)</i> <ul style="list-style-type: none">Developing resilient and scalable AI systems in a research lab, implementing software solutions that enhance reliability, performance, and user experience.	Remote <i>September 2025 - Present</i>
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Foundry Six <i>AI Engineer Intern</i> <ul style="list-style-type: none">Redesigned and engineered intelligent systems using C++ and C#, integrating advanced conversational and assistive technologiesImproved VR DIY tool usability and resolved complex issues like AI accuracy. Creating flow charts, engineering accurate responses to computer vision, and delivering updates through biweekly Meta reviews.	Los Angeles, CA, USA <i>May 2025 - August 2025</i>
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Foundry Six <i>VR Game Development Intern</i> <ul style="list-style-type: none">Engineered 3 days of VR gameplay for a new content release, boosting traffic by 70% during a 100-day siege. Improved Day 1 user experience by 20% by identifying and resolving key FTUE issues.Presented to CEO/CTO and collaborated cross-functionally to ensure timely level delivery.	Los Angeles, CA, USA <i>February 2025 - May 2025</i>
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Hyphenova <i>App Development Intern</i> <ul style="list-style-type: none">Led design and development of Hyp-TV Desktop, delivering the product directly to the CEO using C++ and Native React to implement Web3 design workflows."	Remote <i>January 2025 - April 2025</i>
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Ronbow <i>Software Engineer Intern</i> <ul style="list-style-type: none">Developed Java software to optimize cabinet configurations and calculate required parts, streamlining workflows and boosting production by 15%+.	Livermore, CA, USA <i>June 2022 - August 2022</i>
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PROJECTS & OUTSIDE EXPERIENCE

Drenched <i>Gameplay Engineer</i> <ul style="list-style-type: none">Team of five engineers using C++ to craft an experience that pushes the boundaries in both engineering, design, and artEngineering switching worlds between water and land and puddle systemsImplementing water mechanics through iterations and daily collaborations with cross functional teams.	<i>May 2025 - Present</i>
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Athena Hacks <i>Design Lead</i> <ul style="list-style-type: none">Led a team of 10 designers for USC's women centric hackathonEnsuring communication between teams and weekly sprints, scheduling meetings, and designs get shipped for each Hackathon	Los Angeles, CA, USA <i>September 2024 - Present</i>
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ProductSC <i>VP of Design and Marketing</i> <ul style="list-style-type: none">Shaping brand + design direction for Product SC, collaborating with Riot Games to inspire the next wave of product leaders increasing member retention by 200%.	Los Angeles, CA, USA <i>March 2024 - Present</i>
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Overdawn <i>Lead Producer & UI Designer</i> <ul style="list-style-type: none">Managing spreadsheets, meetings, for 20+ people schedule planning and assigning tasks on cross functional teams, planning and ui design for a bullet-hell shooter gameLink to project	Remote <i>May 2025 - August 2025</i>
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Unchained: Tale of Enra <i>Systems Engineer</i> <ul style="list-style-type: none">Speculative project reimagining the RPG world by crafting an experience with no violenceWorking with databases and ID retrievals and UI Engineering through tooltips, optimizing the systems performance and increasing frame rate by 20 fps through C++Implementing battle systems and working directly with lead engineer.Link to project	Los Angeles, CA, USA <i>January 2025 - August 2025</i>
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SKILLS

Skills: C/C++, Python, TypeScript, JavaScript, iOS/Swift, AWS, Docker, Java, HTML/CSS, C#, Git, Perforce, Unreal, ECS, MySQL, Lua, Flutterflow, Figma, Premiere Pro, Adobe Photoshop, Framr, Protopie, Webflow, Systems Design and Engineering, VR Engineering, Software Engineering, Product Design, AI design, Visual and Interaction Design, Game Design, Creative thinking, Team Player, Effective Communicator, Diligent, Passionate, Creative, Leadership Abilities, Thinker, Unity

Languages: Mandarin, Spanish, English