Portfolio: https://chelseaz2005.github.io/Portfolio.github.io//

CONTACT

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Los Angeles, CA
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Address: 244 Troy Hall, 3025 Royal St, Los Angeles, CA 90007

Education

2023-2027

College: University of Southern California

Major: Computer Science Games

Minor: Digital Entrepreneurship

Key Skills

Hard Skills:

C++
Game Design
Data Structures
User Research
UI/UX
Figma
Python
React.js/HTML
MySQL
Java
Lua
Marketing & Design

Soft Skills:

Team Player
Communication
Dilligent
Passionate
Creative
Leadership Abilities
Thinker

Chelsea Zhang

Bachelor's of Science (Dec 2026)

Creative undergraduate at USC's Viterbi School of Engineering and School of Cinematic Arts. Skilled in software engineering and passionate about crafting immersive, interactive experiences through a combination of storytelling, gameplay mechanics, and cutting-edge technology. Seeking a summer internship to apply my expertise in software development, game development, UI/UX design, and storytelling, while contributing to innovative projects and gaining hands-on experience.

Relevant Coursework + Awards

(Current GPA: 3.65) --
- CSCI 270 Algorithms and Theories of Computing
- CSCI 104 Data Structures (C++)
- ITP 380 Advanced Gameplay Programming (C++)
- CSCI 170 Discrete Mathematics & CSCI103 C++Programming
- CTIN 404 Game User Research/Advanced Usability
- CTIN 488+489 Advanced Game Design
- BAEP 465, ITP 466 StartUp Launch
Related High School AP Coursework (4s&5s):
AP Calc AB&BC, AP Lang, AP CSA&CSP, AP Chinese

USC Presidential Scholar
Honor student, Viterbi (Engineering) Dean's List
Robotics Team Leader
Asian Pacific-Culture Club President
Do Good Feel Good Club Social Media Manager
HS Symphonic Band Section Leader & USC TMB Flutes
Game Developer Leader and Main Programmer
SkillUSA Leader
Ascend Club Membership Leader

EXPERIENCE

LANGUAGES
English (Advanced + Native Language)
Mandarin (Advanced) Spanish (Basic)

Systems Engineer
Unchained - Los Angeles, CA
Jan 2025 - Present
- Designed relationship system for character vs. enemy during battle
- Built a global ID system for easy access and retreival of unique IDs for all characters and weapons
- Wrote and optimized code so that battle system and health subtraction was fluid and logical based on battle scenes and characters

Software Engineer & Web Designer
AthenaHacks – Los Angeles, CA
September 2024 – Present
- Contributed to the development and maintenance of the AthenaHacks website, implementing robust and user-friendly features.
- Wrote and optimized code for hackathon management systems, ensuring seamless participant registration and event logistics.
- Managed branding and design projects to promote AthenaHacks' mission of supporting underrepresented women in tech.
- Collaborated on event planning, coding tasks, and technical problem-solving, enhancing both the website's functionality and visual appeal.

Software Engineer
FashioNab – Los Angeles, CA
October 2024 – Present
- Leading technical development of an innovative fashion gaming platform using AI and VR technology.
- Oversee coding, design elements, and marketing strategies to revolutionize user experiences and enable custom outfit creation.
- Drive collaboration with designers and developers to merge creativity and technology in an engaging platform and successfully launched an MVP on demo day.

Software Development Intern
Ronbow – Livermore, CA
Summer 2022
- Designed and implemented software for sorting cabinet configurations, optimizing manufacturing processes and increased production by more than 15% through C++
- Developed a mathematical program to calculate required parts efficiently, streamlining production workflows, helping the production line and speeding up the mathematical process.

Frontend Developer of Startup
ROAM – Los Angeles, CA
September 2024 – December 2024
- Designed user-friendly travel platform interfaces to enhance user experience.
- Led visual design efforts using Figma, ensuring seamless alignment with brand goals.
- Collaborated with cross-functional teams from Google and Nvidia to deliver high-quality, intuitive web solutions through React.js and Python (Flask).

Ascend Leader
Ascend USC Chapter – Los Angeles, CA
August 2023 – Present
- Empowered the Pan-Asian community through mentorship, networking, and professional development initiatives.
- Contributed to events and workshops focused on entrepreneurship, communication, and leadership.

Roblox Game Developer
2019 – Present
- Proficient in Lua, a Object-Oriented Programming Language requiring strong logical and navigational skills similar to C++
- Lead programmer for a game with 1,000+ daily visits, showcasing consistent user engagement.
- Founded a game studio, recruiting and managing modelers, animators, and builders to create high-quality game content.

Founder & Leader
High School Robotics, Music, and Software/Game Development Clubs
- Successfully managed teams and resources to foster student engagement in STEM and arts programs.