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   **August 2023 - May 2027**
Bachelor's, Computer Science   *GPA: 3.65*
- Emphasis in Game Design and Development
- Specialization in Digital Entrepreneurship

PROFESSIONAL EXPERIENCE

Sony Pictures Entertainment   **Los Angeles, CA, USA**
Technical Lead   *September 2025 - Present*
- Technical Lead for Fall 2025 Sony Lab, building the next generation of XR experience & immersive experiences on the team through Unreal
- Partnering with Disney, Epic Games, and Sony

USC Fortis Lab   **Remote**
AI Engineer (Research)   *September 2025 - Present*
- Developing resilient and scalable AI systems in a research lab, implementing software solutions that enhance reliability, performance, and user experience.

Foundry Six   **Los Angeles, CA, USA**
AI Engineer Intern   *May 2025 - August 2025*
- Redesigned and engineered intelligent systems using C++ and C#, integrating advanced conversational and assistive technologies
- Improved VR DIY tool usability and resolved complex issues, delivering updates through biweekly Meta reviews.

Foundry Six   **Los Angeles, CA, USA**
VR Game Development Intern   *February 2025 - May 2025*
- 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.

Hyphenova   **Remote**
App Development Intern   *January 2025 - April 2025*
- 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."

Ronbow   **Livermore, CA, USA**
Software Engineer Intern   *June 2022 - August 2022*
- Developed Java software to optimize cabinet configurations and calculate required parts, streamlining workflows and boosting production by 15%+.

PROJECTS & OUTSIDE EXPERIENCE

Drenched   *May 2025 - Present*
Gameplay Engineer
- Team of five engineers using C++ to craft an experience that pushes the boundaries in both engineering, design, and art
- Switching worlds between water and land
- Implementing water mechanics through iterations and daily collaborations with cross functional teams.

Athena Hacks   **Los Angeles, CA, USA**
Design Lead   *September 2024 - Present*
- Led a team of 10 designers for USC's women centric hackathon
- Ensuring communication between teams and weekly sprints, scheduling meetings, and designs get shipped for each Hackathon

ProductSC   **Los Angeles, CA, USA**
VP of Design and Marketing   *March 2024 - Present*
- Shaping brand + design direction for Product SC, collaborating with Riot Games to inspire the next wave of product leaders increasing member retention by 200%.

Overdawn   **Remote**
Lead Producer & UI Designer   *May 2025 - August 2025*
- Managing spreadsheets, meetings, for 20+ people schedule planning and assigning tasks on cross functional teams, planning and ui design for a bullet-hell shooter game
- *Link to project*

Unchained: Tale of Enra   **Los Angeles, CA, USA**
Systems Engineer   *January 2025 - August 2025*
- Speculative project reimagining the RPG world by crafting an experience with no violence
- Working with databases and ID retrievals and 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*

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, Framer, 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