

CONTACT

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

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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

Personal Projects  
(Find on Portfolio)

Roblox Game Developer  
2017 – 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.

Gameplay Engineer  
Present

- Currently working on 3 gane projects on Unity.
- A Mystery Game called Unpacked where player navigates their dorm room to find their missing strawberry jam from home.
- 2D Game with story elements
- 3D RPG fighting game.
- Practicing coding ability and design ability through these projects

ITP 380 Games

- Implementation of C++ games
- Asteroids, Mario, Pong, Frogger, and 3D Shooting Games.

Leadership Experience

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.

Leadership & Extracurricular Activities  
Spirit of Troy USC Marching Band – Flute Player  
2023 – 2024

- Developed team-building and leadership skills while contributing to a high-energy performance environment.
- Demonstrated resilience and adaptability through a rigorous practice and performance schedule

Founder & Leader & Social Media Management Experience  
High School Robotics, Music, and Software/Game Development Clubs, Social Media Manager for Do Good Feel Good

- Successfully managed teams and resources to foster student engagement in STEM and arts programs.

Chelsea Zhang  
Major: Computer Science and  
Game Design 2023-2026  
University of Southern California  
Minor: Digital Entrepreneurship

Bachelor’s of Science (Fall 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.

EXPERIENCE

Systems Engineer  
Unchained - Los Angeles, CA  
Jan 2025 - May 2025

- Designed relationship system for character vs. enemy during battle
- Built a global ID system for easy access and retrieval 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

Art, Animation, and Graphics Design Engineer  
Open Alpha  
Jan 2025-May 2025

- Implementation of Art and design into game & exploration of assets
- Bringing game to life through 2D Art and animations
- Putting together a Unity Game through C# from start to finish

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).

Tutor  
Step-Up Tutoring - Los Angeles, CA  
Present

- Tutoring underrepresented elementary student children in many disciplines to better assist them with the curriculum

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
  - BAEP 301, BUAD 301 Technology Entrepreneurship
- 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