HAOXUAN CHEN

Toronto, ON | 437-669-5122 | https://www.linkedin.com/in/haoxuan-chen-217353383/
| henrychen743@gamil.com@gmail.com |

GAME DEVELOPER

- Game Development
- Game Art & Design
- UI/UX Design

HIGHLIGHS OF QUALIFICATIONS

- Enthusiastic about game development and design, bringing creativity and a strong sense of visual color design.
- Skilled in C++, C#, Java, J2EE, SQL, CSS, HTML, and JavaScript, with working knowledge of the MERN stack.
- Experienced in independent game development; skilled in using Blender and Unity for 2D/3D asset design and development.
- Skilled in database management, with a strong foundation in Agile methodologies, the Software Development Life Cycle (SDLC), and technical documentation (SRS/SSD).
- Skilled in utilizing development tools such as Git, Visual Studio Code, MS Visio and MS Office to support software development.
- Strong problem-solving abilities with a focus on code testing and optimization.
- Extensive artistic foundation with 10+ years of experience, specializing in game illustration and character design; proficient in Photoshop and adept at video production using Premiere.

EDUCATION

Game - Programming (Co-op) Advanced Diploma
Centennial College, Scarborough, ON

Relevant Assignments & Case Study   **2024 - 2027**   **GPA 4.07**

- Database Concepts (SQL)
- Web Interface Design
- Client-Side Web Development
- Software Requirements
- Java Programming

- 2D Games with Unity & C#
- Web Application Development
- Game & Simulation
- Unix/Linux OS
- C# Programming

Animation Bachelor
Shandong University of Art & Design, Jinan, China

Relevant Assignments & Case Study   **2018 - 2023**   **GPA 4.00**

- Animation Principles
- 2D Animation
- 3D Animation
- Character Design
- Storyboarding

- Visual Storytelling
- Game Art & Animation
- Rendering and Compositing
- Modeling and Rigging
- Digital Illustration

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SELECT PROJECTS

Personal Zombie Shooting Game

- Independently developed a first-person 3D shooting game with core mechanics and a complete UI system, including weapon pickup (melee/flamethrower), combat actions, and health recovery at supply points.
- Implemented interactive enemy systems for both regular zombies and boss monsters, featuring full animation states (idle, walk, run, attack, skill release, death). Developed AI behaviors such as proximity-based attacks and dynamic health bars that respond to player damage.
- Built the project with Unity, leveraging C# to create interactive features and core gameplay logic.

Web Game - Bug Catcher

- Developed a web game using HTML, CSS, JavaScript, which allows players to 'catch' bugs in an interactive environment, gaining points through various obstacles.
- Implemented dynamic difficulty scaling where bug spawn frequency increases over time, with multiple bugs appearing simultaneously to enhance gameplay challenge.
- Designed the game's art style and color palette with a strong focus on visual aesthetics.

2024 League of Legends World Championship Database

- Collaborated in a team of four to complete the project, with primary responsibility for SQL scripting.
- Implemented SQL scripts to query diverse datasets, such as player information within each team, match histories of teams, and champion usage by players in specific matches.

WORK EXPERIENCE

Game Artist   Sep 2022 - July 2023   Full-Time
JiaXiang studio, China

- Responsible for character design and illustration for a Chinese-themed mobile gacha game.
- Gained hands-on exposure to aspects of game programming and code development.

INTERESTS

- **Game Development & Game Art -** Enthusiastic about leveraging programming to create interactive experiences connecting game art, UI, and players.
- **Gaming -** Enjoy playing third-person online games, multiplayer competitive titles, and casual mobile gacha games.