

Jaden Chen

Game Programmer

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Summary

I'm passionate about creating and playing games. I love creating modular and optimized systems for games. I have proficiency in engines such as Unity, Unreal Engine, and Godot. My languages include C#, C++, and GDScript. I'm also knowledgeable with Git, Plugins, and Software Design Patterns.

Skills

C#, C++, GDScript, Blueprint, Git, Unity, Unreal Engine, Godot, Gameplay Ability System, Blender, Problem Solving, Software Design Patterns

Experience

Game Programmer (Jul 7, 2025 - Jul 21, 2025)

Full Circle CS

- Project - Universus

Projects

Trisoul Tower - Unreal Engine 5 (Sept 2025 - Current)

- Implemented gameplay mechanics utilizing Unreal Engine's Gameplay Ability System
- Created an audio manager singleton in C++ that handles all audio in the game using Wwise
- Implemented animations, SFX, and VFX

Universus - Godot 3D (Jul 7, 2025 - Jul 21, 2025)

- Created modular systems that handled audio and VFX, adopting software design patterns.
- Collaborated with team members to implement various systems into the final game

Wompus Jompus - Unity 3D (Sept 2024 - April 2025)

- Created an advanced movement system and movement mechanics using the state machine pattern
- Created a game manager to handle gameplay flow, win, and lose conditions
- Created an audio manager singleton using FMOD
- Created and implemented player model and animations
- Implemented SFX, VFX, and UI

Germ Jam - Unity 3D (Oct 4, 2024 - Oct 7, 2024)

- Created networked player movement and environment interactions
- Handled game flow using a timer-based system

Education

Ontario Tech University

Game Development and Interactive Media

09/2023 - Present