**Huikang(Ken) Chen**

**Phone:** (347) 257-1386 **Email**: Huikang.Chen@Gmail.com

**SKILLS Programming Language:** C# (4 years)

**Game Engines/Tools:** Unity(4 years), Visual Studio

**WEBSITE Portfolio:** [**http://ken-chen.com/**](http://ken-chen.com/) **Github:** [**https://github.com/HuikangChen**](https://github.com/HuikangChen)

**PROJECT EXPERIENCE**

**Game Name: BallBounce3D! (iOS) - Current -** 2019

**Role:** Gameplay Programmer, Project lead in a team of 4 **Engine:** Unity

* Implemented gameplay features based on the design
* Improved and maintained the project’s codebase
* Built a custom event system with scriptable objects for designers to easily hook up actions
* Responsible for project architecture to ensure smooth workflow

**Game Name: MathDeer (Android/PC) - Published on Google Play Store and itch.io -** 2018

**Role:** Gameplay Programmer **Engine:** Unity

* Programmed custom collisions with Unity’s raycast
* Built gameplay systems with component-oriented and object-oriented design
* Used scriptable object references to reduce direct dependencies between data and UI prefabs to allow quick and independent tests
* Implemented an algorithm to generate random math questions
* Designed and implemented an upgrade and power up system

**Game Name: Cube Invaders (PC) - Published on itch.io -** 2017

**Role:** Gameplay Programmer **Engine:** Unity

* Designed and implemented a skill system that allows combinations to create variations of the skill
* Implemented enemy wave spawn behaviour that scales based on level/difficulty

**Project Name: 2D Platformer Controller (PC) -** 2018

**Roles:** Gameplay and Physics Programmer, Artist **Engine:** Unity

* Implemented a 2D platformer controller that handles slopes, wall jumps, multiple jumps, dashing and a melee combo system
* Worked with kinematic physics and trigonometry to improve the feel of jump and slopes

**Game Name: Cube Shooter (PC) -** 2016

**Role:** Gameplay Programmer **Engine:** Unity

* Implemented multiplayer gameplay logic with Unity’s UNET network solution
* Collaborated with an artist to prepare 2D assets

**WORK EXPERIENCE**

Tech Incubator at Queens College**(*Instructor for Unity Game Development classes*) -** 2018 – Present

* Design, prepare and teach material that included C# programming and visual scripting for the class
* Prepared and taught Unity workshops

**EDUCATION Queens College of the City University of New York** Flushing, NY

BA in Computer Science Expected: Summer 2019