

## Justin Cheng

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### Objective

- Gameplay Developer seeking a full-time associate-level position in programming

### Education

*Rochester Institute of Technology • Rochester, NY*

- Game Design and Development BS, Music Performance Minor, Music & Technology Minor
- GPA: 3.39
- *Relevant Coursework:* Game Design and Development (Dev) 1 & 2, Data Structure and Algorithms (Alg) for Games & Simulations 1 & 2, Game Dev and Alg Problem Solve, Casual Game Design, Theory of Role Playing Games, AI for Game Environments

### Skills

- *Programming & Apps:* C#, JavaScript, C++, Unity, UE4, Git, HTML, CSS,
- *Language:* English and Mandarin

### Work Experiences

- **Game Developer** • Grover Gaming/Valicy • Wilmington, NC • January 2024 – Present
  - Developing engaging casino-styled gambling games for various markets and audiences
  - Implementing immersive gameplay that attracts and excites players for multiple systems
  - Adapting to and innovating on previous codebases and workflow tools
  - Maintaining and debugging existing products with the use of Azure and Fork
  - Brainstorming with other coders to devise concise and optimized solving formulas
  - Communicating effectively with cross-functional teams such as Art and Sound
- **Playtester** • Funkitron • Boxford, Massachusetts • December 2021 – January 2024
  - Tested levels of a match-three game to ensure playability and fairness.
  - Managed time effectively, providing regular updates on progress to meet deadlines.
  - Recorded results, including wins, losses, and bugs, to assist the balancing team.
  - Coordinated with other playtesters to deliver fair feedback and an even distribution of work.
- **Level Design Intern** • RIT Magic Spell Studios • Rochester, NY • May 2023 – August 2023
  - Collaborated with a team of 11 to design a new level for ChangelingVR using Unreal 4.
  - Worked remotely with other programmers and developers using Perforce Version Control
  - Developed prototypes showcasing unique level designs and gameplay mechanics
  - Engaged with other disciplinary teams, including writers and artists, to ensure the immersive quality of gameplay.

### Projects

- **Loot The Loop** • Personal • August 2025 – September 2025
  - Developed a digital version of the game “Loop the Loop”.
  - Programmed game mechanics exactly to the Game Design documentation.
  - Followed standard game development practices such as Object Pooling and OOP.
  - Ensured modular and extensible codebase to support future updates and refinements.
- **Amateur Rhythm Game** • Academic • February 2022 – May 2022
  - Developed a rhythm game in a team of 4, inspired by casual mobile games.
  - Designed engaging levels for each track, meticulously synchronizing notes with gameplay.
  - Composed original music using Ableton and implemented it using Wwise.
  - Programmed algorithms to ensure precise synchronization between music and gameplay.