

Justin Cheng

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OBJECTIVE

- Seeking a full-time entry-level position
- Available from September 2023

EDUCATION

Rochester Institute of Technology • Rochester, NY

September 2019 - August 2023

- *Bachelor of Science, Game Design and Development; Minors in Music Performance and Music & Technology*
- 3.39 GPA
- *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, Intro to Game Web Technology, Discrete Mathematics, Graphical Simulation Math, Digital Audio Production, Music Theory 1 & 2, Composing for Media, Composing for Games

SKILLS

Programming & Apps: C#, JavaScript, Unity, Wwise, Ableton, Reaper, HTML, CSS, Unreal 4 Language: Mandarin

WORK EXPERIENCES

Playtester • Funkitron • Boxford, Massachusetts

December 2021 – Present

- Test levels from their match-three game to ensure playability and fairness
- Manage time to ensure deadlines are completed and actively give updates on current progress remotely
- Record results including wins, losses, bugs, and other requirements for the developers for balancing
- Coordinate with other playtesters to give fair feedback and even distribution of work

Sound Design Intern • RIT Magic Studios • Rochester, NY

May 2023 – August 2023

- In a team of 11, design the final level from scratch for the working game ChangelingVR using Unreal 4
- Develop prototypes showcasing different level layouts including an open-world concept
- Collaborate with other developers to program and implement a variety of game mechanics in VR
- Communicate with other teams such as Narrative and Tech Art to ensure not to break immersion of the game

Sound Design Intern • RIT Magic Studios • Rochester, NY

September 2022 – December 2022

- Designed and implemented sounds into the working game ChangelingVR using Unreal 4
- Recorded foley and edit them using Reaper and Audacity
- Composed background music in Ableton to express the tone of the level.
- Utilized UE4's built-in sound classes and system to create 3D sounds for immersion

PROJECTS

Amateur Rhythm Game • Academic

February 2022 – May 2022

- In a team of 4, developed a rhythm game inspired to become a casual mobile game.
- Designed the levels for each track including when and where the notes appear and how the player swipes it
- Developed music using Ableton and controls in Wwise for player experience
- Assisted in coding and programming the game including music syncing and note managing

Dogfight • Personal

February 2022 – April 2022

- Contributed to the background music for the animation Dogfight that was showcased in RIT's theatre
- Collaborated with the animator to produce his vision of the animation within the span of 6 weeks
- Aligned the composition to fit the actions of the film using the animator's skeleton frame and Reaper Pro
- Studied and applied music theory and orchestrating techniques to attempt in composing epic music

EXTRACURRICULAR ACTIVITIES

Table Tennis Coach Assistant • Rochester Institute of Technology • Rochester, NY

September 2021 – May 2023

- Oversees the set-up, maintenance, and clean-up for all table tennis classes before and after class times
- Instructs beginner students 1-on-1 whenever the coach was busy with another student
- Foster stronger playstyles and habits within competitive players looking to improve their game
- Assists the coach with time management and organizes necessary paperwork including attendance