

Justin Cheng

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Objective

- Unity Developer seeking a full-time associate-level position in gameplay 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, Unity, UE4, HTML, CSS, SQL
- *Language:* English and Mandarin

Work Experiences

- **Jr Game Developer** • Grover Gaming • Wilmington, NC • January 2024 – Present
 - Developed engaging casino-styled gambling games for various of markets and audiences
 - Crated innovative gaming mechanics and implemented high quality art and audio assets
 - Ensured entertaining gaming experiences and optimized gameplay through testing
 - Collaborated efficiently and effectively with cross-functional teams
- **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.
 - 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

- **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.
- **Dogfight** • Personal • February 2022 – April 2022
 - Composed background music for the animation film “Dogfight”, featured at RIT’s theater.
 - Worked with the animator to deliver the completed animation within a 6-week timeframe.
 - Crafted music that harmonized with the film’s action and emotion.
 - Utilized music theory and orchestrating techniques to compose in Reaper using VSTs.