

Nuo Chen

| New graduate from UTS, Jun 2023

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Education

Bachelor of Science in Game Development

University of Technology Sydney(UTS)

2020 - 2023

- Major in Game Development
 - minor in Data Analytics
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Skills

- **Unity, UE4/5, Xcode, Git, IDEs**, Excel, Tableau, SQL, Python
 - **C#, C++, Java, Swift, Python**, html css, lua, etc
 - **Data Analytics and Visualisation**, Interactive Design, Game Design, Graphics
 - Social Media Content, Marketing Content, Researching
 - Group projects experiences, good communication and teamwork skills
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Work experience

Vikadata.cn

Content and Marketing Intern

Dec 2020 - Feb 2021

I worked in the position of Data collection and content miner. Analysed product marketing value, competitive products, future markets and customers. Created content for international growth.

- Gave company-wide presentations and organised periodical meetings on competitive products research and data visualisation on marketing chances
- Contributed to content output in official social media articles (web and WeChat)

- Contributed to marketing strategy in international growth
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Projects

▼ The Tragedy of Pondiberry Lodge - A Unity detective game

Team Leader, Game Designer, Lead Programmer, UI programmer and PMP person

Apr 2022 - Jun 2022

| C#, Unity, WebGL, Git, Project Management

▼ Wistful - A Unity Puzzle Game

UI designer, Programmer

Apr 2022 - Jun 2022

| C#, Unity, Git, Project Management

▼ Shatter - A UE5 online fps game (epic)

UI designer, Programmer

Aug 2022 - Oct 2022

| C++, Blueprint, UE5, Git, FMOD, Collab with Music Team, Project Management

▼ Reserve Now - A iOS reservation app

Group Project done by myself

Apr 2023 - May 2023

| Swift, XCode, SQL, database

References available on request