

# Nuo Chen

Programmer

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## OVERVIEW

I am a recently Graduate from UTS studying Game Development as major and Data analytics as minor. I mainly using C#,C++ in Unity and Unreal Engine. Python for analysing data. Java,Swift for application Development, and SQL for Database management. I've done a few original games, which can be found below, and some classic games recreations. I've also completed serveral applications, plugins or element systems from school projects.

## WORK EXP

### Vikadata(apitable), — Marketing and Content

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, and did industry-wide interviews.

Gave company-wide demos on competitive products research and data visualisation on marketing chances presentations

Contributed to content output in official social media articles (web and WeChat)

Contributed to marketing strategy in international growth

## PROJECTS

### Lead Prog July 2023 - August 2023

Ascension to Immortal - A Unity LAN Card Game

- we are in a group of 3, about to release the game very soon!
- Designed and developed the local play framework
- Redesigned and updated to LAN-supported

### Solo Developer April 2023 - May 2023

Reserve Now - An iOS reservation app

- Designed and developed the whole app
- Connecting to an online database for reservation storage

## SKILLS

- Unity, UE4/5, XCode, Git, IDEs, Excel, Tableau, MySQL
- C#, C++, Java, Swift, Python, SQL
- Interactive Design, Game Design, Data Analytics and Visualisation

## EDUCATION

Bachelor of Science in Game Development

2020-2023 UTS

Minor in Data Analytics

projects awarded and presented in UTS 2022 Tech Festivals

## LANGUAGES

English | Full-Pro

Mandarin | Native

Cantonese | Native

- Localised data transfer and processing in Swift

## **Programmer August 2022 - October 2022**

Shatter - A UE5 online fps game (epic)

- Mainly used C++ to develop some local character interactions
- Helped deploy Epic game service on Multi-players
- Some Blueprints on UI developments

## **Programmer April 2022 - June 2022**

Wistful - A Unity Puzzle Game

- Designed and developed the Animations
- Designed and developed the UI and menus

## **Team Leader, Lead Prog April 2022 - June 2022**

The Tragedy of Pondiberry Lodge - A Unity Detective game

- Designed and developed the basic game framework and helped teams build their levels
- Designed and developed the music, UI, menus, and the first few levels

As well as some other school works and Electives projects related to:

Application development, Machine Learning and Designing