

Nuo Chen

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Education

Bachelor of Science in Game Development
University of Technology Sydney (UTS)

January 2020 - August 2023

Minor in Data Analytics

Game Design, Game Development, Data Structure and Algo, Interaction Design, Software Development, iOS development, Machine Learning, Data Visualisation and Analytics, PMP, etc...

Work Experience

Content and Marketing Intern

December 2020 - February 2021

Vikadata

Now opensource on github.com/apitable/apitable

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

Skills

Unity, UE4/5, XCode, Git, IDEs, Excel, Tableau, SQL, Python

C#, C++, Java, Swift, Python

Interactive Design, Game Design, Data Analytics and Visualisation

Additional Information

Portfolio: nuo27.github.io

Projects

Lead Prog

July 2023 - Present

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

Developer

April 2023 - May 2023

Reserve Now - A iOS reservation app

- Designed and developed the whole app
- Connecting to a online database for reservation storage
- 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 fews levels

Referees

References available upon request :)