

XINYI CHEN

College of Arts, Media, and Design
Northeastern University, Boston, MA

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EDUCATION

Northeastern University

Boston, MA
September 2023 – Present

- GPA: 4.0
- Master of Science in Game Science and Design

The Ohio State University

Columbus, OH
Graduation Date: December 2022

- GPA: 3.39/4.00
- B.S. in Computer and Information Science and B.A. in French

RESEARCH & PROJECT EXPERIENCE

Northeastern University (College of Arts, Media, and Design)

Boston, MA

Project Leader, Group of 5

October 2023 – December 2023

Educational Game Project “Forgotten”

- Ideated and developed an aesthetics focused educational game focusing on Alzheimer patients
- Utilized MDA design pattern and implemented MDA analysis
- Designed game mechanics reinforced by Alzheimer symptoms and composed team concept document

Northeastern University (College of Arts, Media, and Design)

Boston, MA

Student Researcher, Group of 4

September 2023 – October 2023

Video Game Marketing Research

- Co-authored a paper answering research question of how video games pre-released materials generate public topics
- Self-taught web-scraping techniques and scraped research related comments from Reddit platform
- Presented the research results and answered questions and potential biases

The Ohio State University (College of Computer Science and Engineering)

Columbus, OH

Project Leader, Group of 4

August 2022 – December 2022

Teacher’s Lounge Mobile App Development

- Developed an exclusive mobile application for teachers with React Native framework
- Self-taught React Native Framework and utilized model-view-controller design pattern
- Designed the entire interface with JavaScript and implemented 4 important classes

The Ohio State University (College of Computer Science and Engineering)

Columbus, OH

Student Researcher to Professor Jian, Chen, Group of 3

August 2020 – December 2020

Unity Augmented Reality Game Project (College of Computer Science and Engineering)

- Developed an augmented reality mobile game with Unity introducing college campus to tourists
- Utilized Maya to model a 3D NPC in game and Vuforia Engine to map models to scenes in real world
- Designed the entire interface with C# language and implemented 4 significant classes

The Ohio State University (College of Computer Science and Engineering)

Columbus, OH

Project Leader, Group of 5

January 2020 – May 2020

MonoGame Legend of Zelda (College of Computer Science and Engineering)

- Reproduced the first version of the Legend of Zelda with MonoGame engine and implemented extra skills such as time stop
- Redesigned all dungeon maps and created 60% sprints for maps and character animations
- Self-taught and utilized the structure of game state and sprint factory

INTERNSHIP EXPERIENCE

Tencent Game

Chengdu, China

Internship

January 2023 – March 2023

- Self-taught rust programming language and Unity Machine Learning Agents
- Trained a Pac-Man NPC with Unity Machine Learning Agents
- Optimized the training speed, environment, and extracted reusable brain file
- Partook and contributed to the design of transportation simulator using A* search algorithm

ADDITIONAL INFORMATION

Interests

- Video Games, literature, Member of Northeastern University Game Science and Design Student Committee

Computer and Language Skills

- Java, Python, C#, Ruby, C++, C, Rust, SQL, JavaScript, CSS, HTML, Microsoft Team, Trello, Slack, GitHub, Discord, Chinese, English, French