Yan-Chen Lin
Software Engineer
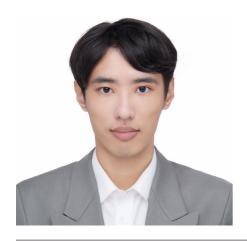Yonghe Dist., New Taipei City , Taiwan

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Introduction

I designed games with Unity and won awards in competitions. Years of experience in gaming have made me a discerning thinker, capable of providing insights into game design. I am passionate about exploring details and sharing them with others through the games I design.

Education

National Taipei University of Education
Bachelor｜Digital Technology Design(2014-2018)
Master｜Toy and Game Design(2018-2020)

Language

- English - Fluent (TOEIC 810)
- Japanese - Familiar

Skill

Software
- Word
- Excel
- PowerPoint
- Visio
- Notion

Design Tools
- Unity
- Unreal Engine
- Sublime
- Visual Code
- Figma

Programming
- C
- C++
- C#
- HTML
- CSS
- Javascript
- Markdown

Soft Skills
- Decisive and detail: balance capabilities with challenges, ensuring progress without delay, and pay attention to detail and UX throughout the development.
- Problem-solving and adaptability: write the development logs to decrease the risk of recurring errors.
- Communication: trust teams and keep communicating, it gives me a base knowledge of each aspect.
- Leadership, scheduling, and management: Acted as a camp and exhibition coordinator, team coach, and captain.

Honors & Awards

《Unarus》
- Acted as the **Lead Programmer** and **Game Designer**
- 2018 KT Creativity Award - Special Award

《Fairy, Warrior, Bear》
- Acted as the **Lead Programmer**
- 2019 Creative Planet College Game Design - Silver

《Color of Game》
- Acted as the **Programmer**
- 2019 KT Creativity Award - Bronze
- 2019 China indiePlay Best Student Games - Bronze
- 2020 Vision Get Wild PC Game - Merit Award

Working Experience

Part-time writer ｜ 2016.10 - 2018.10
- Authored game guides, news, and voiceover scripts.

YuanShengChuangYi Ltd.｜2018.10 - 2018.12
- Imported .abc files into Unity for the project of a VR fashion exhibition.
- Acted as Lead Programmer and Game Designer, working with an artist.

NTNU TELL SIG & GameIT SIG Camp｜2019.01
- Acted as a lecturer and prepared the topic about recording game events with XML. The goal is to enhance research accuracy.

Bomding Tech.｜2021.05 - 2023.12
- Joined "Yoshitaka Amano VR Gallery," translating documents between Chinese, English, and Japanese to clarify requirements and problems.
- Joined "HsinChu: Turn back the clock," acted as designer and programmer, communicating between the municipal and the team, and preparing sources of game deployment.
- Independently developed "VR Firefighting Experience," simulating high-altitude animal rescue operations.
- Update existing project "Dinosaur Museum," into the new VR device.