

# Brooklyn Chen

Check Out My Website: <https://bchen-8.github.io>  
bchen27665@gmail.com • 678-836-3479 • Kennesaw, GA | Duluth, GA  
GitHub: <https://github.com/bchen-8>

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## SKILLS:

- **Tools/Suites:** Unity Engine
- **Languages:** C#, Java, UNIX Shell, HTML, CSS
- **Software:** Toonboom Harmony, Adobe Animate, Medibang Paint Pro, Adobe Premiere

## EXPERIENCE:

**Georgia State University**      *Audio-Visual Technician*      **January 2019-May 2020**

- Configured audio mixers, stage tech, and lighting boards during live events along with other event technology
- Serviced customers during hosted events and completing maintenance tickets
- Directed, animated, and voiced training videos for onboarding Student Center employees

## LEADERSHIP:

**Aurora Game Development Club**      *Vice President | Advisor*      **August 2018-May 2020**

- Organized club activities and events including Global Game Jam, regular project demos, and game nights
- Collaborated with a leadership team focusing on member and community engagement for 50+ regular members
- Mentored incoming leadership, created training documentation, and hosted weekly leadership meetings
- Developed games along with fellow club members on a semesterly basis
- Created promotional videos for [expos](#) (ie. DREAMHACK, SIEGECON) and [club advertisement](#)

## PROJECTS:

**[Project: Paratoxic](#)**      *Developer & Project Lead*      **December 2019-May 2020**

- Designed and developed the dialogue and visual effects system for this visual novel game in C#
- Hand-animated 150+ frames of character sprites
- Combined hand-animated elements with programming in Unity's ecosystem for a [stylized UI](#)
- Development followed the Gitflow workflow, managing a team of collaborators.

**[Urban Sprout](#)**      *Animator & Supporting Artist*      **August 2019-November 2019**

- Hand-animated player sprites and effects, coordinating animation development with feature developers
- Produced regular milestone videos, showcasing development over the semester
- Collaborated in concept design for characters and UI

**[Showcase Showdown](#)**      *Developer & Project Lead*      **November 2017**

- Independently designed a responsive, challenging, and intuitive game that uses only two buttons
- Developed game logic leveraging Unity's animation systems in C#
- Animated 20+ combat animations supporting the game's design constraints

## EDUCATION:

**Georgia State University**      **Graduated: May 2020**

Bachelor's of Science in Computer Science  
GPA: 3.35/4.0