

# Brooklyn Chen

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## PROJECTS:

### A Human Haunting!

June 2021

- Programmed and finished developing a hidden object game for the Trans Game Dev Discord Game Jam 2021
- Animated in-game elements using Unity's animation system, functions utilizing math, and hand-drawn animation
- Implemented and co-designed various mechanics to aid the player, such as a hint button and an item list

### Project: Paratoxic

December 2019-May 2020

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

### Showcase Showdown

November 2017

- Independently designed a responsive, challenging, and intuitive game that uses only two buttons
- Coded game logic leveraging Unity's animation systems in C#

## LEADERSHIP:

### **Aurora Game Development Club**

Vice President / Advisor

August 2018-May 2020

- Organized club activities and events including three Global Game Jams, regular project demos, and game nights
- Collaborated with a leadership team focusing on member and community engagement for 50+ regular members
- Mentored five incoming club officers, 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](#)

## 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

## EDUCATION:

### **Georgia State University**

Graduated: May 2020

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

## SKILLS:

- **Languages:** C#, Java, UNIX Shell, HTML, CSS
- **Software:** Unity Engine, Sourcetree, Clip Studio Paint, Adobe Animate, Medibang Paint Pro, Adobe Premiere