

# Brooklyn Chen

## Gameplay Programmer

Portfolio: <https://luzoko.itch.io/>

Email: [hi@luzoko.dev](mailto:hi@luzoko.dev)

Multi-disciplinary game developer with a focus on visuals and gameplay mechanics. Two years professional experience working with independent game studios. Skilled in programming, gameplay design, art, animation, visual effects, and collaborating with programmers and artists.

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## SKILLS:

- **Tools:** Unity Engine, Godot, Git, PlasticSCM, Visual Studio Code, Clip Studio Paint, After Effects, Spine, Trello, Jira
- **Languages:** C#, GDScript, Java

## EDUCATION:

### Georgia State University

Bachelor's of Science in Computer Science  
Graduated May 2020

## EXPERIENCE:

### Princely Girl Games

Programmer

**May 2024-Present**

- Leading software development efforts to port [The Phantom of the Black Rose Revue](#) from Ren'Py to Godot
- Recreating mechanics and animations to emulate and expand on the source material
- Planning out scene and code structure to support writing and narrative design efforts

### Pet Golem Games

Gameplay Programmer

**October 2022-Present**

- Designing levels to introduce and showcase new mechanics as part of an unannounced project
- Shipped [The Cauldron Kids: The Summoning of Mr. Vermicelli](#) on Steam successfully
- Programmed minigames that integrated and interfaced with a pre-existing, actively developing codebase
- Collaborated with a fully remote team across several time zones
- Utilized a variety of Unity tools such as PlasticSCM, Rewired, Yarn Spinner, Cinemachine, etc.

### Capgemini

Software Engineer

**September 2021-May 2023**

- Assisted in migrating 150+ applications from AWS EC2 hosting to EKS for a leading asset management firm
- Tested Cloud Platform APIs using JMeter for a leading asset management firm
- Trained in Java Spring Boot as a contingency worker for a leading investment bank
- Certified as an Oracle Java SE 8 Programmer I

## PROJECTS:

### SpeakEasy

Programmer & Animator

**February 2023**

- Designed and integrated various UI elements for this game jam project
- Implemented a dialogue system with a stylized presentation using Yarn Spinner
- Supported programming efforts to incorporate dynamic music using FMOD Studio
- Worked with a team of eight members to plan and design the gameplay loop and code structure

### FORGET-ME-NOT

Developer & Animator

**August 2022**

- Programmed various action game systems, including responsive controls, hitboxes, camera tracking, etc.
- Designed various enemies to engage players and teach the mechanics without using tutorials or text
- Created a number of state control systems to handle animations, enemy behavior, player controls, etc.
- Structured scripted objects to quickly load and test level data and player attacks
- Animated hand-drawn and pixel art assets to support the combat system and narrative design