Brooklyn Chen
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CURRENT ADDRESS:	PERMANENT ADDRESS:
Atlanta, GA, 30344	Duluth, GA, 30096

EDUCATION:

Georgia State University -- Atlanta, Georgia	**May 2020**

Bachelor of Science in Computer Science

GPA: 3.35/4.0

<u>**SKILLS**</u>:

- Unity Engine
- C#, Java, C, UNIX Shell, HTML, CSS
- Toonboom Harmony, Adobe Animate, Medibang Paint Pro, Adobe Premiere

<u>**PROJECTS**</u>:

Project: Paratoxic	**Developer**	**December 2019-Present**

- Designed and built a dialogue system for a visual novel game
- Hand-animated 150+ frames of character sprites
- Combined hand-animated elements with programming and engine setup for a stylized UI

Urban Sprout	**Animator/Supporting Artist**	**August 2019-November 2019**

- Hand-animated player sprites and effects, designed animations with programming in mind
- Produced progress videos for presenting development over time
- Assisted in concepting characters and UI

Showcase Showdown	**Developer**	**November 2017**

- Designed a responsive, challenging, and intuitive two button game
- Wrote C# scripts revolving around Unity's animation systems
- Animated 20+ sprites with the constraints of the game's design in mind

<u>**EXPERIENCE**</u>:

Georgia State Student Center	**Audio-Visual Technician**	**January 2019-May 2020**

- Setting up microphones, projectors, and other AV equipment for a wide variety of events
- Managing audio mixers and lighting boards
- Interacting with clients to provide requested services and changes
- Planned, animated, and voiced a training video for all Student Center employees

<u>**LEADERSHIP/ORGANIZATIONS**</u>:

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

- Organized club documents using Trello, Google Docs, etc.
- Assisted in member engagement and community management for 50+ members
- Guided new leadership into their roles, planning weekly meetings, documentation, etc.
- Created video trailers for the Aurora SIEGECON and DreamHack booths