

Brian Chen

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<http://brianchenito.com>

<https://github.com/brianchenito>

Education

University of California, Merced

Est. Graduation: 2018

- B.S. Computer Science and Engineering Major, Arts Minor

Languages/Tools

Languages:

- | | | | |
|--------|----------|------------|--------------|
| • C# | • Python | • HTML/CSS | • MIPS |
| • Java | • Lua | • Matlab | • OpenGL |
| • C++ | • SQL | • C | • JavaScript |

Tools and etc:

- | | | | |
|---------|-------------|-----------|-----------------|
| • Linux | • Perforce | • 3DS Max | • Unreal Engine |
| • Git | • Photoshop | • Zbrush | • Premiere |
| • Jira | • Maya | • Unity | • Illustrator |

Experience

Archetype Studios

Spring 2015 – Current

GFX Artist, Midair

- Responsible for the design and implementation of all dynamic materials and particle systems (approx. 400 assets as of September 2016) in Unreal Engine 4.
- Tracked and responded to bug reports using Jira.

UC Merced Mesa Labs- Unmanned Aerial Systems

Spring Semester 2016

Volunteer Student Researcher

- Implemented a JSON request parser for an image request protocol in Java.
- Salvaged components for the repair and construction of aerial drones.

Personal Projects

Unity Fighting Game

- Developed a configurable C# input parsing system that translates complex keyboard and controller input sequences into commands.
- Developed an extensible C# state design pattern that allows for rapid prototyping and implementation of player character classes and actions.
- Modeled, rigged and animated player models using Zbrush and Maya.

Networked Mod

- Developed a Lua mod for Don't Starve multiplayer gameplay that sends health data from the server host to client players.
- 48,000 subscribers, with a 99% positive rating.

FBX File Scale Manipulator

- Developed a Python GUI tool using Tkinter that manipulates the scaling of .fbx 3d asset files without damaging skeletal animations.

Warehouse Database simulator

- Built a Java application that manipulates a SQL Database using prepared statements.

Other

- Autodesk 3DS Max Professional Certification
- Eagle Scout