

Brian Chen

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Education

University of California, Merced

- B.S. Computer Science and Engineering
- Arts Minor
- Relevant Coursework:
Artificial Intelligence, Data Structures & Algorithms, Computer Organization, Database Systems, Discrete Mathematics, 3-Dimensional Design, Sculpture.

Summer 2014
Est. Completion
- Spring 2018

Experience

Archetype Studios

FX Artist on Midair (November 2017 release)

- Responsible for the design and implementation of all dynamic materials and particle systems (approx. 400 assets as of September 2016) in Unreal Engine 4.
- Supported team through successful Kickstarter, Steam Greenlight, and PAX Indie Booth campaign developer livestreams on Twitch.

Spring 2015
- Present

MESA Lab - UC Merced

Student Researcher- Unmanned Aerial Systems

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

Spring 2016

Projects

Unity Fighting Game (In Progress)

- Modeled, textured, rigged and animated a stylized player character with blendshapes and physically based rendering (PBR) materials.
- 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 behavior and actions.

Spring 2016
- Present

3D Model- Dota 2 Workshop NPC

- Designed, modeled, textured, rigged and animated a game compatible NPC for Valve's user-curated Steam Workshop.
- Reached first position on front page within hours of posting, and remained on front page for 6 days with a 90% positive rating.

Fall 2014

Languages

Proficient: C#, C++, Java.

Familiar: OpenGL, MATLAB, SQL, HTML/CSS, Python.

Tools

Proficient: Photoshop, 3ds Max, Maya, Zbrush, Unity, Unreal Engine 4.

Familiar: Jira, Git, Perforce, Premiere, Illustrator, 3D-Coat, FumeFX.

Certifications and Community

Eagle Scout

Troop 693 LAAC

Winter 2012

Fall 2013

Autodesk 3DS Max Professional Certification

Electric Waves Association