

# Brian Chen

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<http://brianchenito.com>

<https://github.com/brianchenito>

## **Education**

**University of California, Merced**

**Est. Graduation: December 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*

- Developed all dynamic materials and particle systems in Midair using 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 using Java.
- Salvaged components for the repair and construction of aerial drones.

## **Personal Projects**

**Networked Mod**

- Developed a Lua mod for Don't Starve multiplayer gameplay that sends health data from the server host to client players.
- 63,000 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.

**Misc.**

- Developed a Reddit Bot using Python.
- Implemented A\* Pathfinding in Unity using C#.
- Implemented a Scene Graph transform system using OpenGL.
- Developed a spline based 3d mesh deformer in Unity using C#.
- Developed a fighting game input system with command motions, buffering, and leniency using C#.

## **Community, Awards and Certifications**

- Art and Design Team Lead- UC Merced Game Dev Club
- Eagle Scout-Boy Scouts of America
- SketchFab Staff Pick Award
- Autodesk 3DS Max Professional Certification