WAN CHEN

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EXPERIENCE

Game Developer • High 5 Games • NYC   June 2013-Present

R&D: Promoted as the only game dev out of ~20 to join the R&D team and lead work on game innovation.

   Story Slots: Sole engineer on a multidisciplinary team that brought RPG slots from concept to production.

   Physics Engine: Built part of the C++ slot engine library that's used in all High 5 games.

Mobile: Selected to work on the new and strategically important mobile team.

   High 5 Casino: Developed 20+ games using C++ and Lua for the mobile app that has 5M+ users.

Prototype: Implemented C++ math models to validate gaming concepts.

Front End Developer Intern • Betterific • Philadelphia   Sept-Dec 2012

Refined the user experience and developed the front end for a social networking website using Ruby on Rails, jQuery, CSS on Linux system.

UX Designer Intern • Invidio • Philadelphia   May-Aug 2012

Designed and developed the front end for the online video editor of an interactive video website using JavaScript, CSS3, HTML5 and Photoshop.

Research Assistant • Virtual Reality and HCI Lab • Jinan   Jan 2010-June 2011

Designed and developed multiple educational games using cutting edge technologies.

EDUCATION

M.S.E. in Computer Science • University of Pennsylvania • Philadelphia   Sept 2011-May 2013

Program: Computer Graphics and Game Technology • GPA: 3.70/4.00

Coursework: Computer Graphics, Computer Animation, Physically Based Animation, Game Design and Development, Human Computer Interaction, 3D Modeling, Product Design

B.E. in Software Engineering • Shandong University • Jinan   Sept 2007-July 2011

Program: Digital Media Technology • GPA: 3.5/4.0

Coursework: Advanced Programming Languages, Data Structure, Operating Systems, Database Systems, Computer Networks, Algorithm Analysis and Design, Computer Graphics, Digital Image Processing

Summer Session in Film Studies • University of California, Los Angeles   Aug-Sept 2010

PROJECTS

Physically Based Animation (C++)   Jan-Mar 2013

Implemented a Jell-O simulation (3D mass-spring particle system), cloth simulation (position based dynamics), smoke simulation (Semi-Lagrangian method) and fluid-fluid interaction simulation (SPH method).

Bounzzz (Unity3D/C#, Group)   Oct-Dec 2012

Developed a physically based 2D arcade style game in a group of three. Lead UI development and art.

Planet Maker (Unity3D/C#)   Sept 2012

Designed and developed a game based on the classic Asteroids game.

Ray Tracer (C++)   Sept-Dec 2012

Implemented a volumetric renderer and a ray tracer from scratch.

LIDRA Maya Plugin (C++/MEL)   Apr-May 2012

Developed a Maya plugin for non-photorealistic line drawing.

SKILLS

Programming	C++, JavaScript/HTML/CSS, WebGL/OpenGL, Lua, MEL, Processing
Software	Maya, Photoshop, Unity3D, After Effects, Axure, AutoCAD, 3DS Max