

# Jeremy Chan

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## EXPERIENCE

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### Blobs Games

Dec. 2024 – Present

*Gameplay Programmer and Technical Artist*

*San Jose, CA*

- Developed games in **Unity** and **Unreal Engine** with a focus on player experience and modular design.
- Created procedural assets in Houdini and integrated them into Unreal Engine to optimize workflows.
- Partook in Agile methodology, including weekly sprints, Scrum meetings, and sprint reviews.
- Assured quality through game testing and interpersonal, cross-functional communication.

### Panda Express

June 2021 – Dec. 2021

*Front of House Associate and Cashier*

*Foster City, CA*

- Collaborated with a **team of 10** to optimize guest services, enhancing customer satisfaction.
- Mentored **3 new staff members** in front-of-house operations, fostering a collaborative work environment.

## PROJECTS

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### Landing Simulator | C++, OpenFrameworks

- Developed a 3D lunar lander game featuring octree-based collision detection, velocity calculations, and safe/crash landing mechanics.
- Implemented player controls and physics systems to simulate realistic descent and landing challenges.
- Modeled and textured 3D assets for the moon and lander, integrating them into the gameplay environment.

### Senior Discount | Unreal Engine, Blueprint, C++

- Programmed **enemy AI** to attack the player in a certain range.
- Developed vital game mechanics, namely player movement, level system, and tutorial system.
- Collaborated with a **team of 11** to create and design a 3D roguelike game.

### Gon | Unity, C#

- Programmed **4 core features** for level mechanics, including jump pads, platforms, and puzzles.
- Assisted in the construction and design of **6 levels**.
- Participated with a **team of 5** to create and design a multi-dimensional game in a 12-day game jam.

## SKILLS, TECHNICAL TOOLS, & INTERESTS

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- **Languages:** C#, C++, Blueprint, Python, Java, C
- **Tools:** Git, Unity, Unreal Engine, Maya, Blender, Houdini, Visual Studio, VS Code, PyCharm, Jira, Figma
- **Interests:** Programming; gaming; game development; films; photography; chess; philosophy

## EDUCATION

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### San Jose State University

May 2025

*BS, Computer Science*

*San Jose, CA*

- **Activities and Honors:** Game Development Club, Dean's List 2025, Cum Laude
- **Relevant Coursework:** Data Structures, Algorithms, Web Development, Discrete Mathematics, Databases, Machine Structures, Social Network Analysis, Linear Algebra, Calculus