

Cameron Chin

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EDUCATION

Rochester Institute of Technology

Rochester, NY

Degree: B.S. Game Design and Development

2021

GPA: 3.37

Relevant Courses: Level Design, 2D and 3D Animation and Asset Prod, Data Struc & Alg Games & Sim I and II, Game Design & Development I and II

WORK EXPERIENCE

Vendr LLC

tryvendr.com

Founder, CEO, Lead Designer

Oct 2020–Present

Started an app development company that was accepted into Rit's student accelerator program. Vendr is a community marketplace for collectors using the swiping mechanism of dating applications. Managed a team of 5 developers, created all web and mobile UI screens, visual elements, marketing material and business development which includes acquiring trademarks, investors, influencers and over 600 discovery and solution interviews. Worked with React, Adobe XD, Adobe Illustrator, Trello and Microsoft Excel.

Funkitron Games

Level Design Intern

Jan 2019–June 2019

Built over 50 unique puzzle levels for Funkitron's newest mobile game "Relic Chasers". Brainstormed new puzzle mechanics. Used analytics to improve existing content. Worked in a team of 5 to ship the first 200 levels of the game. Worked with Unity, Microsoft Word and Microsoft Excel.

SKILLS

Proficient: Unity, Unreal Engine, Autodesk Maya, Hammer, Javascript, React, Monogame, Microsoft Excel, Microsoft Word, Adobe Illustrator, Adobe Photoshop, Adobe XD, Git, Perforce, Trello, C#, JavaScript, FMOD

PROJECTS

Janus

camchin.com/#janus

Level Designer, QA Manager

A Greek mythology based action-adventure video game where you go on an epic journey. Created half of the levels and environment. Head of QA; tested sessions with over 300 people. Designed combat UI. Developed in Unreal Engine 4 using C++.

Jump The Gun

camchin.com/#jtg

Game Director, Lead Designer, Level Designer

A 2D puzzle platformer with a unique movement system centered around aiming a rocket launcher and a shotgun to jump through an extremely unforgiving cave. Created and balanced all player and level mechanics. Developed in C# and used Unity/Photoshop.

Epic Tank Game Deluxe

camchin.com/#etgd

Lead Designer, Level Designer

A side-scrolling multiplayer shooter where players use tanks to bring the golden flag back to their base. Designed all map layouts, game mechanics, and power-ups. Created all UI elements. Made for WebGL. Developed in C# and used Unity/Photoshop.