

Cameron Chin

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EDUCATION

Rochester Institute of Technology | B.S. Game Design and Development

Skills: Unity, Unreal Engine, C#, C++, Javascript, Microsoft Excel, Microsoft Word, FMOD, Adobe XD, Illustrator, Photoshop

Relevant Courses: Level Design, 2D/3D Animation & Asset Prod, Data Struc & Alg, Games & Sim, Software Quality Assurance, Game Design & Development

GPA: 3.37

WORK EXPERIENCE

Vendr LLC

camchin.com/#vendr

Founder, CEO, Lead Designer

Oct 2020-Present

- Actively developing a community marketplace for collectors.
- Designed the entire app, visual elements, and marketing material.
- Managing a team of 2 frontend and 3 backend developers.
- Acquired trademarks, investors and influencers for the app's scheduled release.
- Conducted 600+ customer discovery and solution interviews.

Funkitron Games

Level Design Intern

Jan 2019-June 2019

- Built 50+ unique levels for the mobile game "TapBurst Challenge" previously called "Relic Chasers".
- Created 6 new puzzle mechanics and 10+ in-game tutorials in Unity.
- Increased player retention rates by over 300% by analyzing data from 400 playtesters.
- Worked in a team of 5 to ship the first 200 levels of the game.

PROJECTS

Jump The Gun

jumpthegun.net

Game Director, Level Designer, Self-Publisher

Nov 2022

- Released independently a 2D, precision platformer on Steam.
- Sold 5000 units with a 94% positive rating within the game's first week of release.
- Produced all sound and UI assets as well as all player, level and game mechanics.
- Shipped and created all publishing and marketing material.
- Managed a team of 4 and developed in Unity/Photoshop/FMOD using C#.

Janus

camchin.com/#janus

Level Designer, QA Manager

Dec 2020

- Produced 3D levels and environments for a Greek-based, action-adventure video game.
- Led public playtest sessions at different conventions with 300+ unique playtesters.
- Developed with a team of 5 in Unreal Engine 4 using C++.

Valorant Map - Headquarters

camchin.com/#valorant

Level Designer

Mar 2022

- Built a 3D map with an interactive website to demonstrate design knowledge for 5v5 tactical shooters.
- Designed all aspects of the map including its layout, player strategies, spawn areas, story and theme.
- Developed independently using Unreal Engine 4 /Photoshop.