Cameron Chin

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EDUCATION

Rochester Institute of Technology   Rochester, NY

Major: Game Design and Development   2016-present

GPA: 3.32

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

WORK EXPERIENCE

Funkitron Games   Boston, MA

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, Autodesk Maya, Hammer, Monogame, Microsoft Excel, Microsoft Word, Adobe Illustrator, Adobe Photoshop, Adobe XD, Git, Perforce, Trello, C#, JavaScript, FMOD, Reaper, Logic Pro

Familiar: Unreal Engine, C/C++, Java, PHP

PROJECTS

Janus   camchin.com/#janus

Project Manager, Level Designer, UI 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++.

Epic Tank Game Deluxe   camchin.com/#etgd

Co-Creator, Lead Designer, Level Designer, UI Designer

A side-scrolling two-player shooter where players use tanks to bring the golden flag back to their base. Designed the game's complete map layout. Created all UI elements. Made for WebGL. Developed in C# and used Unity/Photoshop.

Left In The Dark   camchin.com/#litd

Co-Creator, Lead Designer, Level Designer, Programmer, Art Director

A top-down horror-based dungeon crawler where the player dodges enemies with baits and traps. Coded player movement and enemy AI. Created all artwork and animation assets. Designed over 25+ levels. Coded in C# and used Monogame/Photoshop.

Learning By Osmosis   camchin.com/#lbo

Co-Creator, Lead Designer, Programmer, UI Designer, Art Director

A 4 person brawler in which players throw books trying to eliminate their opponents but gain powerups as they get hurt. Designed core mechanics. Created all artwork assets. Created UI layout. Developed in C# and created assets in Unity/Photoshop/Illustrator.