Cameron Chin

908-956-1534 ★ camchin.com ★ cmc6887@rit.edu

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, Game Design & Development

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. Created all web and mobile UI screens, visual elements, marketing material. Managed a team of 5 developers and performed all QA testing. Acquired trademarks, investors and influencers. Conducted 600+ discovery and solution interviews.

Funkitron Games

Level Design Intern   Jan 2019-June 2019

Built over 50 unique puzzle levels in Unity for Funkitron's newest mobile game "Relic Chasers". Created new puzzle mechanics. Analyzed data from 400 playtesters to increase player retention rate. Worked in a team of 5 to ship the first 200 levels of the game.

SKILLS

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

PROJECTS

Headquarters   camchin.com/#valorant

Level Designer

Created a custom Valorant map independently to demonstrate design knowledge for 5v5 tactical shooters. Designed all aspects of the map including its layout, story, and theme. Developed using Unreal Engine 4 /Photoshop.

Janus   camchin.com/#janus

Level Designer, QA Manager

A Greek mythology-based action-adventure video game. 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, 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.