JACK CHEN

REACT DEVELOPER AND ASPIRING GAME DEVELOPER/DESIGNER

CONTACT

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🌐 **portfolio-by-jakxc.netlify.app**

📍 Brisbane, QLD

HOBBIES

- Game Design/Development
- Graphic Design (in particular designing sprites for games)
- Reading, particularly Manga (Song of the Night Walker is a personal favourite)
- Bicycle Riding
- PC Gaming (MMORPGs and MOBAs)

SKILLS

- Fast Learner
- Adaptability
- Hard Working
- Collaboration & Teamwork
- HTML & CSS
- JavaScript
- React JS
- QT/QML
- Adobe Illustrator
- Git/Version Control
- Game Development (Unity)
- C#

REFERENCES

References available upon request.

PROFILE

I have studied and work in the field of UX/UI design and development, working as a Front End Developer and a User Experience Engineer. I have experience and am familiar with many front end tech stacks such as QT/QML, HTML/CSS, React JS and TypeScript. I also have experience using Adobe Indesign, Adobe Illustration and Blender (3D modelling). I am always eager and willing to adapt and learn new tech stacks. Creating visually aesthetic front end, full stack applications and games (Unity Game Engine mainly) is something I not only enjoy to do as a career but as a pastime as well.

WORK EXPERIENCE

User Experience Engineer

YQueue   Jan 2020 - Jul 2022

- Worked in Agile-driven environment to effectively maintain project timelines and utilize available resources.
- UI development of multiple applications using QT/QML
- Involved in Software QA (Quality Assurance) for POS application
- Assigned as Lead UI Developer for a version of Kiosk application.

Front End Developer

My Practical Support   Aug 2019 - Nov 2019

- Worked in Agile-driven environment to effectively maintain project timelines and utilize available resources.
- Designed and implemented their company website using HTML/CSS and Javascript as well as leading design for the online store and magazine
- Worked with Adobe Illustrator, Adobe Indesign and Adobe Photoshop to create templates, icons etc for the company.

React Developer

Bicycle Queensland   Mar 2019 - Nov 2019

- Worked in Agile-driven environment to effectively maintain project timelines and utilize available resources.
- Proposed and developed a phone application for Bicycle Queensland that offers information and tracking on UV exposure, specifically for cyclists .
- Wireframing to building/development of the app using React JS. Specific role in development of the application include gathering weather data from an API and displaying data on screen using various React hook

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DEVELOPER/DESIGNER

EDUCATION

Bachelor of Information Technology, Majoring in User Experience Design

University of Queensland

Feb 2016 - Dec 2019

- Awarded Best Non-Thesis Project for University of Queensland 2019 ITEE Innovation Showcase.
- Participated in GovHack Brisbane 2019.
- Invited to present DECO3850 Project on University of Queensland Open Day 2019.

Complete C# Unity Game Developer 2D: Game Development

Udemy

July 2022 - Aug 2022

- Solid foundation for game design and game development through Unity
- Used object oriented programming works in practice.
- Created five 2D Unity Games for Web, Mac & PC.
- Transferable skills developed from this course that can used in .NET, other languages, and more.

Unity RPG Core Combat Creator: Learn Intermediate C# Coding

Gamedev.tv

July 2022 - Aug 2022

- Created core combat mechanics for melee, ranged and special attacks.
- Created pathfinding systems and patrol paths for enemies and NPCs.
- Balance the player and enemy stats (eg. health, damage, movement, attack speed, and more).
- Used C# techniques such as interfaces, delegates, and co-routines.
- Make a detailed level with terrain, enemies, triggers, lighting, particles and other assets.
- Advanced game design, project management and code architecture strategies.

Unity RPG Inventory Systems: Intermediate C# Game Coding Course

Gamedev.tv

Dec 2022 - Jan 2023

- Implement and lay out of inventory UI (user interface) through Unity UI system
- Created drag-and-drop system so that players can pick up inventory items and move them to other slots, or drop them into the world.
- Use and modify a tooltip system that gives the player information about their inventory items.