

JASON CHEN

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EDUCATION

University of Pennsylvania, School of Engineering & Applied Science Philadelphia, PA
Candidate for a Bachelor of Science in Engineering in Digital Media Design May 2029
Cumulative GPA: 4.00/4.00

Relevant Coursework: Mathematical Foundations of Computer Science, Programming Languages and Techniques, Multivariable Calculus, 3-D Computer Modeling

Dougherty Valley High School San Ramon, CA
Weighted GPA: 4.52/5.00 Unweighted GPA: 4.00/4.00 May 2025

SKILLS

Technical Skills: Java, Python, C#, HLSL, Javascript/HTML/CSS — Unity, Unreal, Maya, Davinci Resolve

PROFESSIONAL EXPERIENCE

Shah Capital Raleigh, NC
Investment Research & Marketing Intern February 2025 - July 2025

- Researched 31 companies in the health and wellness, media, industrials, and solar industries using investment research tools, financials, and Excel, and presented to several directors for possible portfolio acquisitions and exits
- Created novel content through several weekly videos and posts on Instagram using Canva, Photoshop, and Davinci Resolve for a pharmaceutical company that tripled engagement and views
- Utilized SEO and Meta Analytics to bring an increase in clicks on blog posts for an unbranded campaign

LEADERSHIP EXPERIENCE

Penn UPGRADE (Game Research & Development) Philadelphia, PA
Sub-Team Leader August 2025 - Present

- Produced bartender game with sub-team of 3 as programmer and lead artist using Unity 2D and Photoshop
- Program and design upcoming racing game UPGRADE Kart

Carnegie Mellon University Game Academy Pittsburgh, PA
Lead Engineer & Producer June 2024 - August 2024

- Led a team of 5 to develop an original VR cooking comedic horror game, *Lulu's*, using Unity 3D, in two weeks
- Implemented finite state machines, artificial intelligence, and path-finding algorithms that reduced lagging which was frequent for VR games
- Utilized Meta's Oculus and SDK package to create novel interactions such as grabbing and pouring

PROJECTS

Narrative Game and Graphics Project San Ramon, CA
Lead Game Mechanics and Graphics Engineer January 2025 - Present

- Direct art and game production by coordinating a team of 5 to write a narrative, design a world map, and implement game mechanics
- Develop novel black and white stylized shaders using Unity Shader Graph and HLSL

INTERESTS

Oil Painting, Photography, 3D Printing, Football, Basketball, Hiking, National Parks, Scuba Diving