

# Jason Yuzheng Chen

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## Education

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**Malden High School** (Aug 2019 - June 2023)

Malden, MA

- **High School Diploma**
- **Dual Enrollment at Bunker Hill Community College\***

GPA: 4.7/5.0

Coursework:

AP Computer Science, AP Calculus AB, AP World History, C++ Programming\*, Calculus II\*, Statistics\*, Data Structures\*, Advanced Java\*

**Clark University** (Aug 2023 - Present)

Worcester, MA

- **B.A. in Interactive Media**, Expected Graduation May 2026
- **B.A. in Computer Science**, Expected Graduation May 2026

GPA: 3.5/4.0

Coursework:

Game Design Fundamentals, Intro to Computing, History of Game Development

## Projects

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**League of Legends Scouting Tool w/ Riot Games API**

(Dec 2023)

- Engineered a Python tool utilizing the Riot Games API to efficiently gather and organize gaming statistics for seamless integration into Google Sheets as a .csv file.
- Tracked stats for my Clark Esports and opponent teams for scouting purposes

**Don't Feed The Duck**

(Nov 2023)

- Lead Programmer on a 2D platformer created in Unity
- Developed progressive mechanics, allowing the player to gradually acquire new abilities and enhance gameplay dynamics

## Experience

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**AP Computer Science Tutor (Java)**

(Oct 2021 - Present) Online

- Provided students with different strategies of solving computer science problems
- Developed additional problems/assessments to make sure the student understands the material

**Paris Baguette Bakery** - Cashier/Barista

(Mar 2022 - Aug 2023; Seasonal) Cambridge, MA

- Communicated with coworkers to ensure the store is run smoothly
- Provided customer service by offering product knowledge and recommendations to enhance customer experience
- Moved between Quincy and Cambridge stores to assist with the opening of Quincy store

## Skills

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**Programming:** Java, Python, C++, C#, HTML, CSS, JavaScript

**Others:** Google Sheets, Unity, Unreal Engine, Visual Studio, Github Desktop