# Jason Yuzheng Chen

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## Education

**Clark University**                                    **(Aug 2023 - Present)**
Worcester, MA.                          Expected Graduation: May 2026
- **B.A. in Interactive Media**
- **B.A. in Data Science, Minor in Computer Science**

Relevant Coursework: Game Studio, Intro to Discrete Structures, Algorithms, Artificial Intelligence for Games

## Projects

**2D Debate Card Game "Snooze or Looze"**                **(Sep 2024)**
- Programmed UI and core mechanics for a debate game in the style of 'Ace Attorney' using cards for debate options. This was for a game jam with the theme "It's Time to Wake Up"
- Led a team of classmates with little experience with game jams

**2D Split-Screen Fighting Game "Bellicose"**            **(Feb 2024)**
- Programmer for a 2D fighting game in the style of 'Street Fighter' created in Unity for a game jam. The theme was "Retro".
- Implemented all animation frames into Unity and developed a state machine to change between animations during gameplay smoothly
- Designed the UI of the character select screen and main fight screen.

**League of Legends Scouting Tool**                      **(Dec 2023)**
- Engineered a Python tool utilizing the Riot Games API to efficiently gather and organize statistics from games, which were then integrated seamlessly into Google Sheets
- Used the tool to scout and track stats for Clark University's League of Legends team

**2D Platformer "Don't Feed The Duck"**                  **(Nov 2023)**
- Programmer for a 2D platformer created in Unity
- Developed progressive mechanics, allowing the player to acquire new abilities and enhance gameplay dynamics gradually

## Experience

**Clark University** - Home Game Staff      **(Sep 2023 - Present) Worcester, MA**
- Worked with coworkers in various positions to make sure home sports games went smoothly for players, officials, and spectators
- Produced a stream for online viewers and ran advertisements at appropriate times to maintain our sponsors

**Studio Blue Jay** - Game Programmer     **(Jan 2024 - May 2024) Worcester, MA**
- Designed and programmed core mechanics and UI functions for an unreleased game "Starbound Wanderers".
- Maintained communication between the different teams and made sure the programming team stayed on top of tasks

## Skills

**Programming Languages**
Java, Python, C++, C#, JavaScript, TypeScript, SQL

**Web Technologies**
React, Next.js, HTML5, CSS3, Tailwind CSS, Git, PlasticSCM

**Game Development**
Unity 2022 - 2024, Unreal Engine 5

**Tools and Technologies**
Canva, Google Docs, Google Sheets, Microsoft 365 Suite Apps, Visual Studio, Github Desktop,

**Languages**
English (Fluent)
Cantonese (Conversational)
Mandarin (Learning)

**Others**
Communication

Time Management

Interpersonal Skills

Attention to Detail

Problem-Solving