

# Jason Yuzheng Chen

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## Education

### Clark University

Worcester, MA.

- **B.A. in Interactive Media**
- **B.A. in Data Science**

Relevant Coursework: Game Studio, Intro to Discrete Structures, Algorithms, Artificial Intelligence for Games, Applied Machine Learning, Web Development, Game Analysis, Math Foundations of Data Science

(Aug 2023 - Present)

Expected Graduation: May 2026

## 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

### Enterprise Mobility - Seasonal Driver (Jun 2025 - August 2025) Boston, MA

- Transported fleet cars from one branch to another to ensure the location has the vehicles needed for their customers
- Detailed vehicles to a high standard so that they can be rented
- Communicated with colleagues to make efficient moves that allowed our branch to complete 70+ reservations on busy days

### Paris Baguette - Cashier / Barista (Mar 2022 - Aug 2024) Cambridge, MA

- Communicated with coworkers to ensure the store runs smoothly
- Provided customer service by offering product knowledge and recommendations to enhance customer experience

## Projects

### Android Personal Finance App (July 2025)

- Designed and developed an app using Android Studio and Kotlin to track my own personal finances. (budget, income, expenses, etc.)
- Created a settings section to help set up the app and for personalized customization, like display and budget percentage.

### League of Legends Scouting Tool (May 2025)

- 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 my team participating actively in Risen Esports' Summer Draft League

## Skills

### Programming Languages

Java, Python, C++, C#, JavaScript, TypeScript, SQL

### Web Technologies

React, HTML5, CSS3, Git, PlasticSCM

### Game Development

Unity 2022, Unity 6, Unreal Engine 5

### Tools and Technologies

Canva, Google Docs, Google Sheets, Microsoft 365 Suite Apps, Visual Studio, GitHub Desktop

### Languages

English (Fluent)  
Cantonese (Conversational)

### Others

Communication

Time Management

Interpersonal Skills

Attention to Detail

Problem-Solving

