

# Jason Yuzheng Chen

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Boston, MA

## Education

### Clark University

Worcester, MA.

(Aug 2023 - Present)

Expected Graduation: May 2026

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

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

## Projects

### 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

### 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 smoothly change between animations during gameplay
- 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

### Don't Feed The Duck

(Nov 2023)

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

## Experience

### Clark University - Home Game Staff (Sep 2023 - Present) Worcester, MA

- Worked with coworkers in various position to make sure home sports game 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

### 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