Jason Yuzheng Chen

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Education

Clark University (Aug 2023 - Present)   Worcester, MA
- **B.A. in Interactive Media**, Expected Graduation May 2026   GPA: 3.5/4.0
- **B.A. in Computer Science**, Expected Graduation May 2026

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

Projects

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

Bellicose   (Feb 2024)
- Programmer on a 2D fighting game in the style of 'Street Fighter' created in Unity for a game jam with the theme of "Retro"
- Implemented all animation frames into Unity and developed a state machine to change between those as the combat is going.
- Worked on the UI of the character select screen and the UI for the battle scene

Experience

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

Skills

Programming: Java, Python, C++, C#, HTML, CSS, JavaScript
Others: Google Sheets, Unity, Unreal Engine, Visual Studio, Github Desktop