

# TRAY CHEN

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## EDUCATION

**Stanford University**, B.S. in Computer Science

Expected 2028

- **Relevant Coursework:** 2D Engine-Based Game Development, Programming Methodology, Programming Abstractions, Computer Organization and Systems, Intro to Computer Graphics, Coding for Social Good, Linear Algebra, Applied Matrix Theory, Multivariable Calculus, Probability for Computer Scientists
- Minor in Creative Writing

## EXPERIENCE

**Product Design Associate**

June 2025 - Present

Quantum AI Institute (QAI)

*San Francisco, CA*

- Designed and produced sponsor decks presented to partners/backers, contributing to QAI's successful fundraising efforts
- Shipped branded digital assets (LinkedIn graphics, event banners, and style guidelines) establishing QAI's visual identity and social presence. Built Notion backend platform to act as central hub for QAI members
- Evaluated AI tools, integrated Paradigm AI, improving spreadsheet data enrichment efficiency by 95%

**Product Design Intern**

May 2025 - Sept 2025

Second Time Founders (2TF)

*San Francisco, CA*

- Built the 2TF Notion Founder Directory by combining data management and UX principles. Shipped to the full Second Time Founder community, powering peer-to-peer networking and long-term founder relationships
- Managed research, founder interviews, and data architecture for 600+ entries, designing workflows for seamless integration into Notion

**Student Designer**

Summer 2023

Worldwide Youth in Science & Engineering Program at UIUC

*Champaign, IL*

- Applied human-centered design methodologies (empathy mapping, iterative prototyping, usability testing) to engineer a prototype projector for elderly users, improving accessibility and ease of use
- Presented design solutions and prototype outcomes to faculty at the Siebel Center for Design

**Student Designer and Illustrator**

Summer 2023

ArtCenter Entertainment Design Summer Intensive

(See Final Pitch Slides)

- Completed month-long, 70+ hours/week intensive focused on narrative design and iterative concept development
- Produced extensive research, story beats, and hundreds of visual iterations, developing a polished creative vision for an original animated series. Pitched the final concept to entertainment industry professionals

## PROJECTS

**Indie Game Dev**

June 2024 - Present

Chiasma Team

(Watch Demo Video)

- Co-developing sci-fi visual novel "Watchtower 72" as one of two core developers, owning full development pipeline from concept art to implementation, ensuring a cohesive technical and artistic vision
- Built interactive Python-based gameplay systems forming the foundation for the visual novel's mechanics
- Designed all visual assets and UI in Photoshop, creating a distinctive retro-space aesthetic across menus, story screens, and interactive elements

## SKILLS

**Programming Languages**

Python, C++, C, HTML/CSS

**Tools**

VSCode, Cursor, Github, Adobe Creative Suite, Figma, Canva, Blender

**Operating Systems**

Unix, Windows