

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
San Francisco, CA
Quantum AI Institute (QAI)
- 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
San Francisco, CA
Second Time Founders (2TF)
- 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
Champaign, IL
Worldwide Youth in Science & Engineering Program at UIUC
- 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
(See Final Pitch Slides)
ArtCenter Entertainment Design Summer Intensive
- 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
[\(Watch Demo Video\)](#)
Chiasma Team
- 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