



# Marcus Chen

Frontend Engineer & Interactive Developer

Mid-level Frontend Engineer with 5+ years of experience building scalable web applications and interactive experiences. Specialized in React, TypeScript, and modern frontend architecture with a unique background in game design that brings creative problem-solving and performance optimization expertise to web development. Proven track record of delivering high-quality user interfaces and collaborating effectively with cross-functional teams.

✉️ [sarah.martinez@email.com](mailto:sarah.martinez@email.com) ☎️ +1 (555) 291-4756 ⚙️ London, UK 🌐 [marcuschen.dev](https://marcuschen.dev)

## Online Presence

 [LinkedIn](#)

@davidkowalski

 [itch.io](#)

@dkowalski

 [LinkedIn](#)

@davidkowalski

## Certifications

**Unity Certified Expert:**

March

**Programmer**

2022

Unity Technologies

**Unreal Engine 5 C++ Developer** June 2023

Epic Games (Udemy)

## Technical Skills

### Unity Engine

Expert

C#, Editor Tools, Performance Profiling



### Unreal Engine

Advanced

C++, Blueprints, UE5 Features



### Programming Languages

Expert

C#, C++, Python, HLSL/GLSL



### Game AI

Advanced

FSM, Pathfinding, Navigation



## Professional Experience

### Cascade Studios

Seattle, WA

Senior Game Developer

March 2022 - Present

- Lead gameplay programmer on an unannounced AAA action-adventure title built in Unreal Engine 5 for PC and next-gen consoles
- Architected and implemented core combat system including hit detection, combo mechanics, and enemy AI behavior trees serving 15+ enemy types
- Developed custom editor tools in C++ that reduced level designer iteration time by 40% and improved workflow efficiency across the team

### Pixel Forge Interactive

Bellevue, WA

Game Developer

June 2020 - February 2022

- Core developer on 'Starbound Odyssey,' a sci-fi roguelike that achieved 500K+ sales on Steam with 'Very Positive' user reviews
- Implemented procedural generation systems for level layouts, enemy encounters, and loot drops using Unity and C#
- Designed and programmed player progression systems including skill trees, equipment upgrades, and meta-progression mechanics
- Created robust save/load system supporting cloud saves and cross-platform play between PC and Nintendo Switch

## Interests

### Game Design

Mechanics, Level Design, Player Psychology

### AI & Procedural Generation

PCG, Machine Learning, Emergent Gameplay

### Indie Game Development

Solo Dev, Game Jams, Community

### Technical Art

Shaders, VFX, Optimization

## Awards & Recognition

### Best Gameplay - Ludum Dare

April

48

2021

Ludum Dare

Awarded for puzzle game 'Deeper and Deeper' which ranked in the top 5% overall among 3,000+ submissions

### Employee Excellence

December

### Award

2021

Pixel Forge Interactive

Recognized for exceptional contributions to 'Starbound Odyssey' development and dedication to code quality

## Education

**University of Washington** Bachelor of Science • 3.6 GPA  
Computer Science Seattle, WA • 2014 - 2018

Concentration in Game Development. Relevant Coursework: Game Engine Architecture, Computer Graphics, Artificial Intelligence, Physics Simulation, 3D Mathematics, Software Engineering, Data Structures & Algorithms

## Notable Projects

**Echoes of the Void (Indie Game)** 2023 - Present

Solo developer for a narrative-driven 2D platformer built in Unity. Features custom dialogue system, branching story paths, and atmospheric pixel art. Currently in development with demo released on itch.io garnering 5K+ downloads and positive community feedback. Planned Steam release Q2 2025.

[View on itch.io](#)

**Open Source: Unity Dialogue Framework** 2021 - 2023

Created and maintain an open-source dialogue system for Unity with visual node-based editor, localization support, and voice acting integration. Project has 800+ GitHub stars and is actively used by indie developers worldwide. Includes comprehensive documentation and example projects.

[View on GitHub](#)

**Game Jam Participation** 2019 - Present

Regular participant in Ludum Dare and Global Game Jam events. Created 12+ game prototypes exploring experimental mechanics and art styles. Won 'Best Gameplay' award at Ludum Dare 48 with puzzle game 'Deeper and Deeper' that ranked in top 5% overall.

## Community Involvement

**Seattle Indies** 2020 - Present

Seattle, WA

Active member of local indie game development community. Organize monthly game showcases and provide mentorship to aspiring game developers through code reviews and technical guidance.

**Code.org Game Development Workshops** 2021 - Present

Seattle, WA

Volunteer instructor teaching basic game programming concepts to middle school students. Led 8+ workshops introducing Unity fundamentals and game design principles.

## References

Available upon request

## Languages

**English**

Native



**Polish**

Conversational



## Publications & Talks

**Optimizing Unity Games for Mobile: A Practical Guide** September 2021

Game Developer Magazine

Technical article covering mobile optimization techniques including draw call batching, LOD systems, and memory management

**Building Modular Dialogue Systems** May 2022

Seattle Indie Game Developers Meetup

Presented talk on designing flexible dialogue systems for narrative games, attended by 60+ local developers