

ZHUO CHEN

Game Designer

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📍 Irvine, CA

EDUCATION

Bachelor of Science

Computational Media: Game Design

University of California, Santa Cruz

📅 June 2024

📍 Santa Cruz, CA

SKILLS

Programming Languages

- C/C++
- Python
- Java
- JavaScript/TypeScript

Game Engine

- 2D/3D Unity
- Phaser3
- Game Develop5
- Twine

Languages

- Mandarin (Native)
- English (Fluent)
- Japanese (Beginner)

MY PORTFOLIO

If you are interested in my projects, please visit my portfolio to get a full experience.

- [Click Here](#)

SUMMARY

Enthusiastic Student with superior skills in working in both team-based and independent capacities. Currently enrolled in the Computational Media major at UCSC, with plans to obtain a Bachelor's degree in 2024. Actively participated in various school events centered around "Game Development," creating playable digital games. Possesses programming experience and is proficient in using various game engines.

EXPERIENCE

Student

UCSC

📅 Sep 2022 - June 2024

📍 Santa Cruz, CA

- During my time at university, I took courses related to game design, with core subjects including Game Engines, Game AI, Game Prototyping, and Game System Design. I also participated in various game development projects, including a pixel action game developed with Unity2D, a family party game created with Unity3D, and a web game developed using Phaser3. These courses and experiences have been immensely beneficial to me and have laid a solid foundation for my journey in game development.

PROJECTS

[Mutant](#)

Designer: Game Framework/Enemy AI/UE Design

- This is a 2D side-scrolling pixel games. In this project, I was involved in both the design and implementation of the gameplay. I designed the AI behavior logic as well as the interaction logic between the enemies and the player. Through this project, I gained knowledge related to AI design and learned how to implement player interaction designs.

[Golf Bash: Online](#)

Designer: Game Framework/UE/VFX Design

- This is a 3D multiplayer online cooperative game. In this project, I served as both the player interaction designer and the visual interaction designer. I implemented player behavior logic control and enhanced visual experiences within the game. Through this project, I learned how to create and use VFXs in Unity 3D and design behavior logic.

[Eternal Dragon](#)

Project Producer: Gameplay/Game Framework Design

- This is a a turn-based narrative game developed based on Phaser 3. In this project, I served as the project producer, responsible for defining the gameplay and its implementation. I compiled interfaces for certain game functions and utilized generative AI to implement automated text processing features. In terms of gameplay design, I created a single-handed control scheme through lightweight gameplay mechanics and designed a corresponding combat system for this gameplay style.