

# 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

- I have participated in the design of multiple 2D side-scrolling pixel games based on Unity, with experience in designing 3D online multiplayer games and turn-based tabletop battle games.

## PROJECTS

### *Mutant*

#### Game Framework Design/Enemy AI Design/UX Design

- This is a 2D side-scrolling pixel games. In this project, I was responsible for player interaction logic design and gameplay design. Through this project, I learned Unity-related programming knowledge and gained some insights into the game interaction.

### *Golf Bash: Online*

#### Game Framework Design/UX and VFX Design

- This is a 3D multiplayer online cooperative game. In this project, I was responsible for modifying player control inputs, enhancing player visual impressions, and designing corresponding visual effects. Through this project, I learned about Unity networking technology and developed skills in visual experience design.

### *Eternal Dragon*

#### Game Framework Design/Battle System Design/UX, UI and VFX Design

- This is a turn-based narrative game developed based on Phaser 3. In this project, I was responsible for designing the combat system and visual experience design in the game. Through this project, I gained a preliminary understanding of the process of web game development and acquired some skills in visual design using Phaser 3.