

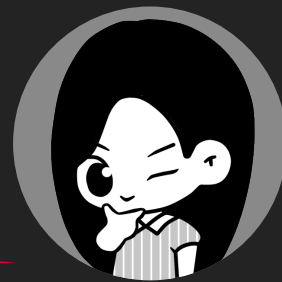
# ZHUO CHEN

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GAME DESIGNER

PRODUCER

ARTIST



## SKILLS

**ART:** Adobe Photoshop, Illustrator, InDesign, Aesprite, Paint Tool SAI

**PROJECT MANAGEMENT:** Trello

**SOUND/VIDEO:** Premiere, Audacity, ProTools

**OFFICE APPLICATIONS:** Word, PowerPoint, Excel

**PROGRAMMING:** HTML, CSS, Java

**LANGUAGES:**  
English (fluent),  
Mandarin (native),  
Japanese  
(intermediate)



## EDUCATION

Bachelor of Fine Arts in  
Games, Expected  
05/2020

Northeastern University  
- Boston, MA

**MINORS:** Graphic Design &  
Computer Science

**GPA:** 3.7

**AWARDS:**  
Dean's Scholarship, Dean's  
List Spring 2017 to Present

## GAME-RELATED EXPERIENCE

STRUGGLING DREAMS 05/2017  
ARTIST, GAME DESIGNER

- Worked with a team of three and won first place at a 48-hour game jam hosted by the Goethe-Institut
- Designed in-game assets, including characters, objects, and background
- Contributed to concept design and user testing

WHO IS R. MUTT? 03/2017 - PRESENT  
PROJECT MANAGER, UI ARTIST

- Work with Professor Celia Pearce to produce a unique AR experience
- Schedule and organize individual meetings with web & app developers
- Design UI for the game app and website

BEAUTY OF POPPIES 06/2017 - PRESENT  
PRODUCER

- Organize a team of eight and check on everyone's progress weekly
- Search and apply for both internal and external grants

BOSTON FESTIVAL OF INDIE GAMES 09/2017  
VOLUNTEER

- Looked over entrances and directed festival goers
- Answered questions and assisted people if need be



## OTHER EXPERIENCE

HUSKY AMBASSADORS 09/2016 - PRESENT  
TOUR GUIDE, RECRUITMENT COMMITTEE MEMBER

- Give campus tours to prospective students and families
- Plan recruitment events and evaluate HA applicants

CHINESE STUDENTS & SCHOLARS ASSOCIATION 09/2016  
GRAPHIC DESIGN CHAIR - PRESENT

- Plan weekly meetings and communicate with other department chairs
- Manage and supervise the graphic design team