

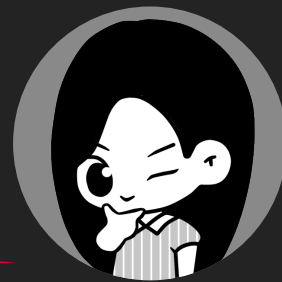
ZHUO CHEN

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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