

ZHUO (Aslanta)CHEN

aslantachen.com | (815) 200-2915 | aslantachen@gmail.com
1155 Tremont Street #8201, Roxbury Crossing, MA 02120

SKILLS

Art: Adobe Photoshop, Illustrator, InDesign, Aesprite, Paint Tool SAI

Sound/Video: Adobe Premiere, Audacity, ProTools

Programming: HTML, CSS, Java

Languages: English (fluent), Mandarin (native), Japanese (intermediate)

GAME RELATED EXPERIENCE

05/2017

Struggling Dreams

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
- The team is sponsored to showcase this game at A MAZE. / Berlin 2018

03/2017 to Current

Who Is R.Mutt?

Project Manager, Artist

- Create concept art for the game app and website
- Design AR puzzles that link players between clues
- Work with the programmer to launch new puzzles on the app

06/2017 to Current

The Beauty of Poppies

Producer

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

09/2017

Boston Festival of Indie Games

Volunteer

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

EDUCATION

Expected 05/2020

Bachelor of Fine Arts in Games

Northeastern University – Boston, MA

Minors in Graphic and Information Design & Computer Science

GPA: 3.7

Awards: Dean's Scholarship, Dean's List Spring 2017 to Present

OTHER EXPERIENCE

09/2016 to Current

Husky Ambassadors

Tour Guide, Recruitment Committee Member

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

09/2016 to Current

Chinese Students and Scholars Association

Graphic Design Chair

- Plan weekly meetings and communicate with other department chairs
- Distribute tasks to the graphic design team
- Review and edit finished posters

INTERESTS

MMORPGs, game jams, *The Witcher 3*, anime, larping