Alex Chen

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Summary
Highly motivated and creative Unity Game Developer with 4 years of experience specializing in C# scripting, gameplay systems implementation, and performance optimization. Proven ability to collaborate effectively with cross-functional teams (designers, artists) to deliver engaging and polished game experiences across multiple platforms. Passionate about pushing the boundaries of interactive entertainment, with recent experience in AR/VR development. Seeking to leverage strong technical skills and a collaborative spirit at GameVerse Studios.

Skills
*   **Game Engines:** Unity (Expert), Unreal Engine (Proficient)
*   **Programming:** C# (Expert), C++, Python (Basic)
*   **Tools & Software:** Git, Perforce, Jira, Visual Studio, Blender, Maya, Photoshop
*   **Game Systems:** Gameplay Mechanics, AI Programming, UI/UX Implementation, Physics Simulation, Performance Optimization, Shader Development (Basic)
*   **Platforms:** PC, Mobile (iOS/Android), VR (Oculus/Meta Quest, SteamVR), AR (ARKit, ARCore)
*   **Methodologies:** Agile/Scrum, Waterfall
*   **Concepts:** Game Design Principles, 3D Mathematics, Object-Oriented Programming, Version Control Best Practices

Experience

Indie Game Developer | Freelance | Remote | 2021 - Present
*   Developed and shipped "Cosmic Drifters," a 3D space combat simulation game for PC (Steam), using Unity and C#.
*   Implemented core gameplay mechanics, including physics-based ship controls, enemy AI behavior trees, weapon systems, and UI.
*   Collaborated remotely with a 3D artist and sound designer to integrate assets and ensure a cohesive aesthetic.
*   Optimized game performance through profiling, code refactoring,

and asset optimization, achieving stable 60 FPS on target hardware.
*   Managed project timelines and deliverables using Agile methodologies and Git for version control.
*   Developed a prototype AR mobile game using Unity and AR Foundation, experimenting with markerless tracking and interactive virtual objects.

Junior Game Programmer | PixelForge Interactive | San Francisco, CA | 2019 - 2021
*   Contributed to the development of "Fantasy Realms Online," a mobile MMORPG, using Unity and C#.
*   Implemented UI features, quest systems, and player ability logic based on design specifications.
*   Assisted senior developers in debugging and resolving gameplay bugs reported by QA.
*   Participated in daily stand-ups, sprint planning, and code reviews within an Agile team structure.
*   Gained experience with optimizing code for mobile platforms, focusing on memory usage and battery consumption.

Education

Bachelor of Science in Computer Science (Game Design Minor)
University of Southern California (USC), Los Angeles, CA | 2015 - 2019
*   Relevant Coursework: Data Structures & Algorithms, Game Engine Architecture, 3D Graphics Programming, Software Engineering, Linear Algebra

Projects

*   **Cosmic Drifters (PC):** Lead programmer for a self-published Steam title. (Details above)
*   **AR Pet Simulator (Mobile AR Prototype):** Explored AR capabilities for interactive virtual pets.
*   **VR Escape Room (Oculus Quest):** University capstone project focused on immersive puzzle design and interaction in VR.

(Portfolio with playable demos and code samples available at alexchengames.com)