Riley Chen

Junior Game Developer

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Professional Summary

Junior Game Developer with 2 years of experience creating 2D and 3D games using Unity. Skilled in C# scripting, game mechanics, and UI implementation for mobile and desktop platforms.

Skills

Unity, C#, 2D/3D Game Development, Game Physics, UI Design in Unity, Animator Controller, Scene Management, Mobile Game Optimization, Git, Basic Shader Graph

Experience

Game Developer - PixelRealm Games (2023 - Present)

- Developed level mechanics and power-up systems using C# in Unity.

- Designed in-game UI and managed scene transitions and player states.

- Supported mobile optimization and bug fixing.

Game Dev Intern - PlayFrame Studio (2022 - 2023)

- Assisted in gameplay scripting and animation triggers.

- Contributed to prototype development and sprint planning.

Education

B.S. in Game Programming, DigiPen Institute of Technology, 2022