Renee C. Chen, M.F.A.

 Columbus, OH   614-648-8007   reedreedchen@gmail.com   www.reneechenwork.com

Skills

Game Development
Unity, C#, User Interface, Dialog System, Occlusion, Lightmapping, Performance/Script Optimization (Profiling), Data Generalization, Serialization, VR Installation (Oculus)

3D Creation, Graphics, Video Editing
Maya (2012 — 2016), 3Ds Max (2008 — 2011), Mudbox, Photoshop, Premiere, After Effects, Storytelling, Low Polycount Modelling, Texturing, Animation

Web Development
HTML, CSS, Javascript, jQuery, Firebase Realtime Database

Languages
English (Professional), Mandarin Chinese (Native), Taiwanese Minnan (Native)

Other Interests
Gender Studies, Social Psychology, Horror Tropes, Popular Culture

Work Experience

Ohio Supercomputer Center
- Consultant (August, 2016 — Present), Graduate Research Associate (Jan, 2014 — May, 2016)
- Built simulated VR environment in Unity, worked on the dialog system, serialization data generalization, optimization, debugging, and implemented sound effects
- Publication: *Gaming Simulation as Health and Safety Training for Home Health Care Workers*. Amy R. Darragh, Steve Lavender, Barbara Polivka, Carolyn M. Sommerich, Celia E. Wills, Bradley A. Hittle, Renee Chen, Donald L. Stredney, Clinical Simulation in Nursing Vol. 12, 2016, pp 328-335.

Advanced Computing Center for the Arts and Design
- Graduate Research Associate (Jan, 2013 — Dec, 2013)
- Produced animation, graphics, and icons for project *Motion Bank: Two* and worked on cut-out animation and sound implement for the *SWSS* project

Happy Marian Children's World, Mingde Branch
- Administrative Assistant (Oct, 2011 — July, 2012)
- Served as an English teacher in tutorial classes and substituted in regular classes when needed

Education

The Ohio State University
- M.F.A. in Digital Animation and Interactive Media (Aug, 2012 — May, 2016, GPA: 3.744)
- Publication: *Autoethnographic Research through Storytelling in Animation and Video Games*. Renee Chen, Susan Melsop. The Ohio State University, 2016. 132 pages.

Lunghwa University of Science and Technology
- B.S. in Multimedia and Game Science (Sept, 2007—June, 2011, GPA: 3.83, 1st Place in Graduating Class)
- Minor in Applied Foreign Languages
- Activities
  - Student at The Taipei Beitou Community College (March, 2010 — July, 2011). Color Painting Course, Imaginative Graphics Course, Print Art & Handicrafts Course
  - Member of Art Appreciation Association (Sept, 2009—Jun, 2010). Under guidance of an art teacher, practiced sketching, watercolor painting, pottery sculpting