

## Renee C. Chen, M.F.A.



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## 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, Flash, 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