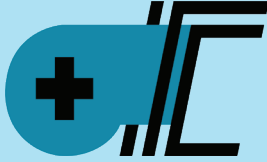# TONY CHEN

GAME DESIGNER

CONTACT

(917) - 327 - 9928

tonychen820@gmail.com

sharpman33.github.io/kyori

SKILLS

Game Design
Level Design
3D Modeling & Sculpting
Texturing
VFX
C#
Blueprint
HTML & CSS

SOFTWARE & TOOLS

Unity 2D & 3D
Unreal Engine 4
Autodesk Maya
Autodesk Mudbox
Micosoft Office
Adobe CC Suite

LANGUAGES

English - Fluent
Mandarin - Native

AWARDS & CERTIFICATES

Deans List
Adobe Photoshop Certificate

EXPERIENCE

Chaos Theory | Tech Designer & Programmer | WIP
- Personal student project.
- Work in progress.

Furmidable Foes | Creative Director| WIP
- Scripting character mechanics
- Designing a compelling and interactive story and level
- Work in progress

Hungry For Burger | Designer & Programmer | Feb 22,2020
- Scripted AI controls as well as all mechanics for the game.
- Implemented artwork and animations into the game.
- Designed the level for the game.

Super Koala | Designer & Programmer | Jan 26, 2020
- Scripted all functionality of the game
- Designed the level for the game.

Galactic Hunt | Creative Lead & Programmer | Nov 10, 2019
- Lead of group of 6 to produce a game under 48 hours
- Scripted dialogue & enemy AI
- Wrote unique narrative story

Saving Sprinkles | Designer & Programmer | Feb 4, 2019
- Developed a game withint 48 hours
- Designed an interactive level
- Scripted an inventory system & UI functionality

EDUCATION

University of Central Florida | BA - Digital Media | Spring 2021
Clubs: Game Dev Knights & Gaming Knights