TONY CHEN

TECHNICAL DESIGNER

CONTACT

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sharpman33.github.io/kyori

SKILLS

Game Design
Level Design
C#
UE4 Blueprint
3D Modeling & Sculpting
Texturing
VFX
HTML & CSS

SOFTWARE & TOOLS

Unity 2D & 3D
Unreal Engine 4
Autodesk Maya
Autodesk Mudbox
Micosoft Office
Adobe CC Suite
Github
Tortoise SVN
Clickup
Trello

LANGUAGES

English - Fluent
Mandarin - Native

AWARDS & CERTIFICATES

Deans List
Adobe Photoshop Certificate

EXPERIENCE

Leyline Knights | Technical Lead

Aug 2020 - Present
- Lead a group of programmers ensuring quality of work
- Programmed enemy AIs
- Programmed a dynamic rewards system that change based on player actions.
- Scripted and animated User Interface
- Implemented full controller support along with keyboard and mouse

Pocket Plants | Programmer

Aug 2020 - Decemeber 2020
- Programmed plant growth system while player is out of game
- Scripted persistent save system
- Scripted plant tier system with stat growth
- Scripted all UI functionality and animations

Pack N Slash | Technical Designer

June 28 - July 30, 2020
- Scripted a rpg-like inventory system
- Scripted a wave system
- Designed game systems and mechanics

Furmidable Foes | Programmer

April 18 - April 20, 2020
- Scripted character mechanics
- Scripted an elemental system with different effectiveness

Saving Sprinkles | Game Designer

Feb 2 - Feb 4, 2019
- Developed a game within 48 hours
- Designed an interactive level
- Scripted an inventory system & UI functionality

EDUCATION

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