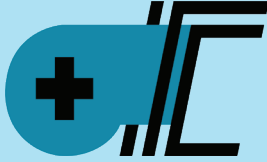


TONY CHEN



GAME DESIGNER

CONTACT

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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
Microsoft 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 within 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