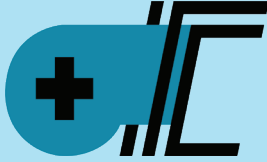# TONY CHEN

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

ABOUT ME

I'm a game designer seeking to improve my skills. I am high organized and a quick learner. Alongside that, I have a great grasp on mainstream game engines as well as great knowledge in scripting

PROJECTS

Designer & Programmer | Hungry for Burger | 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.

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

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

EXPERIENCE

Game Jams
- Participated in multiple game hames hosted by GDK
- Worked under timer pressure
- Worked in small groups of 5-9
- Produced games within 48 hours

EDUCATION

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

AWARDS & CERTIFICATES

- Deans List
- Adobe Photoshop Certificate