TONY CHEN

GAMEPLAY PROGRAMMER

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SKILLS & TOOLS

C++
C#
Unity 2D & 3D
Unreal Engine 4/5
Game Design
Level Design
3D Modeling & Sculpting
Texturing
VFX
Github
Tortoise SVN
Plastic SCM
Clickup/Trello/Jira
HTML & CSS

EDUCATION

BA
Digital Media - Game Design
University of Central Florida
May 2021
Orlando, FL

LANGUAGES

English - Fluent
Mandarin - Native

AWARDS

Deans List
Adobe Photoshop Certificate

EXPERIENCE

Cyberdream | Junior Software Engineer
AUGUST 2021 - PRESENT
- Developed and designed various systems and tools for a VR capacity
- Programmed gameplay and system features for a multiplayer setting
- Reduced time spent creating gameplay features by creating prototypes and testing for enjoyability of said feature
- Debugged and optimized gameplay features by improving playability and reducing bugs for a more enjoyable experience
- Improved and updated existing codebases to create new exciting features
- Collaborated with other engineer teams to ensure all work is unified

Cyberdream | Software Engineer Intern
JUNE 2021 - AUGUST 2021
- Collaborated with other interns to create a prototype within a 3 months
- Engineered all AI features utilizing behavior trees
- Created and designed gameplay systems and tools in C++
- Worked in hand to hand combat for a VR capacity
- Worked with artists and designers to create a video trailer that helped secure funding

PROJECTS

Leyline Knights | Technical Lead
AUGUST 2020 - MAY 2021
- Oversaw a team of 7 programmers to maintain clean code and quality of work
- Established the base structure of enemy AIs
- Designed and implemented a dynamic rewards system that reacts to player actions
- Scripted and animated User Interfaces resulting in easier readibility and access to key gameplay features
- Implemented controller support with smooth input change with keyboard and controller

Pocket Plants | Programmer
JUNE 2020 - MAY 2021
- Created a persistent system where plants continue to grow when users close the game
- Programmed a tier system for plants with stat growth
- Implemented character animations and character physics
- Scripted UI functionality and animations

Pack N Slash | Programmer
JUNE 2020 - JUNE 2020
- Worked in a team of 4 to create a game over a span of 2 days
- Designed and implemented a RPG style inventory system
- Engineered a dynamic wave system utilizing curves to adjust waves easily and saving hours of work
- Collaborated with other team members to designed key gameplay systems and mechanics