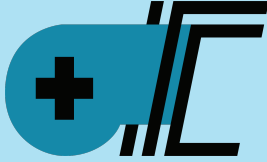# TONY CHEN

GAME DESIGNER

SKILLS

Game Design
Level Design
3D Modeling & Sculpting
Texturing
VFX
Experience with C#
Experience with Blueprints
Experience with HTML & CSS

SOFTWARE & TOOLS

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

LANGUAGES

English - Fluent
Mandarin - Native

CONTACT

(917) - 327 - 9928
tonychen820@gmail.com
sharpman33.github.io/kyori

ABOUT ME

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

EDUCATION

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

EXPERIENCE

Server | Giant Panda | Jan - Dec 2019
- Communicated and worked with multiple other servers.
- Helped trained new servers.

Game Jams
- Participated in multiple game jams hosted by GDK
- Worked under time pressure
- Worked in smalls groups of 5-9.
- Produced games within 48 hours.

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.