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 | Programming Lead
Aug 2020 - Present
- Lead a group of programmers ensuring quality of work
- Programmed enemy AIs
- Programmed rewards system

Pocket Plants | Programmer
Aug 2020 - Decemeber 2020
- Programmed plant growth while out of game
- Scripted persistent save system
- Scripted plant tier system with stat growth

Pack N Slash | Tech 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
- Designed a compelling and interactive story and level

Galactic Hunt | Tech Designer
Nov 8 - 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
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