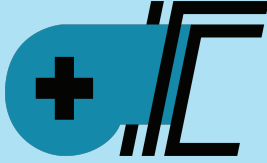


TONY CHEN



TECHNICAL DESIGNER

CONTACT

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sharpman33.github.io/kyori

SKILLS

Game Design
Level Design
3D Modeling & Sculpting
Texturing
VFX
C#
UE4 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

-  *Leyline Knights* | Programming Lead | Aug 2019 - Present
 - Lead a group of programmers ensuring quality of work
 - Programmed AI enemies
 -  *Pocket Plants* | Programmer | Aug 2019 - Present
 - Scripted plant growth
 - Scripted persistent save system
 -  *Pack N Slash* | Tech Designer | June 28 - June 30, 2020
 - Scripted a rpg-like inventory system
 - Designed game systems and mechanics
 -  *Furmidable Foes* | Programmer | April 18 - April 20, 2020
 - Scripting character mechanics
 - 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
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EDUCATION

University of Central Florida | BA - Digital Media | May 2021
Clubs: Game Dev Knights & Gaming Knights