

JUSTIN CHEN

ADAPTABLE GAME DESIGNER WITH EXPERIENCE IN FIGMA AND GAME PROTOTYPING

630 286-1325 | jchen6648@gmail.com

Game Designer Experience

P1-0M | April. 2023 - Present | Volunteer Game Producer

- Acted as a leader of production team through scrum Meetings using Trello
- Organized 10 different documentation such as checklists for Scrum meetings and guides
- Coordinated between art team, sound team, design team, and programming team
- Communicated and organized meeting notes to share with other teams or leader of organization

Fast Food Sim | Nov. 2023 - Jan. 2023 | Game Developer

- Organized the project through Trello using Scrum methodology
- Drew and design assets through Procreate
- Programmed the game on Unity using C#
- Created design documents of the mini-games through Figma

Ghost Babysitter! | Mar. 2022 - Jun. 2022 | Game Developer

- Planned and organized the documentation for a 3-month period using Notion
- Programmed a "Hot & Cold" Detection system in C#
- Created at least 50 assets using Procreate and Photoshop
- Created a prototype of the game for early testing
- Problem-solved issues that block game development

Malady Assault Redux | Sept. 2021 - Mar. 2022 | UI Designer/Producer

- Created 50 UI assets for the game using Procreate and Photoshop
- Coordinated and communicated between a game dev team of five and a QA team of four
- Hosted at least 10 play test sessions to gather feedback for the game using Google Forms
- Assisted in planning and creating the vertical slice of the game

Education

DePaul University, Chicago, IL.

Bachelor of Science | June 2023

GPA - 3.73

Coursework

Game Development, Solo Game Development, Intro to Visual Design, 3D Design & Modeling, 3D Animation, Data Analysis, Playtesting, Fundamentals of Game Design, Intro to Game Production

Skills

- Art Software: Blender|Maya|Procreate |Photoshop|Illustrator|Figma
- Version Control Tool: Plastic SCM|GitHub|Perforce
- Project Management Software: Trello|Miro|Notion|Jira
- Microsoft Software: Microsoft Word|Microsoft PowerPoint|Microsoft Excel
- Google Software: Google Docs|Google Slides|Google Sheets|Google Forms
- Programming Languages: C# | C++ | JavaScript | Python
- Game Engines: Unity | Unreal
- Design Documentation/Game Prototyping

