

Brandan Chen

bchen0707@gmail.com ❖ (917) 832-0456 ❖ San Francisco, CA ❖ <https://brandanchen.com>

WORK EXPERIENCE

Roboto Games (Stormforge)

Feb. 2024 – Present

Producer / Associate Product Manager

San Mateo, CA

- Ran day-to-day production for a team of 24 across Engineering, Art, and Design
- Calculated cost per Steam wishlist based on Facebook ad campaigns and Steam wishlist data
- Continuously A/B tested content for the Stormforge Steam page to increase wishlist conversion
- Drove consensus and prioritization of tasks with founders and discipline directors
- Created clear and detailed tasks from design specs that could be efficiently executed across disciplines
- Developed content integration pipelines and workflows to improve project efficiency
- Maintained the project roadmap providing visibility and predictability to the entire project
- Developed design specifications for in-game feedback and stamina systems
- Designed and created email and social media content to increase community engagement

Gearbox Software (Borderlands 4)

May 2023 – Aug 2023

Production Intern

Frisco, TX

- Led Sprint Planning and triaged JIRA issues for a 14-member Audio team
- Developed user flow charts, user stories, and MVP Requirements for the Audio Gear Checkout system
- Spearheaded audio support, removing blockers for key in-game features to meet production milestones
- Streamlined audio request processes, improving collaboration between Design and Sound Design teams
- Coordinated tasking and meetings between Senior Designers and Leads across VO, Tech, and Sound Design

Activision - High Moon Studios (Call of Duty: Warzone 2.0)

May 2022 - Aug 2022

Game Design Intern

San Diego, CA

- Gained hands-on experience in production techniques in Confluence and JIRA by shadowing producers
- Designed a Police Station for Call of Duty: Warzone 2.0's Ashika Island, incorporating playtest feedback
- Collaborated with designers, artists, and engineers to brainstorm and conceptualize gameplay features

PROJECTS

H&M App Revamp Case Study (Introduction to Product Management)

- Collaborated with a team of three other students to revamp the H&M app through a Figma Prototype
- Crafted User Stories and Personas based on conducting user interviews to ensure a user-centric approach
- Helped develop a High-Fidelity prototype of our proposed changes in Figma

Computer Reach (Information Systems Consulting Project)

- Streamlined Computer Reach's device refurbishment process, reducing audit time by 40.48%
- Identified pain points and operational inefficiencies for the Program Director and Technical Director
- Managed relationships with stakeholders, providing updates and maintaining engagement

EDUCATION

Carnegie Mellon University

Sep 2020 - May 2024

Bachelor of Science, Information Systems

Pittsburgh, PA

- GPA: 3.56; University Honors; Double Minor in Game Design and Human-Computer Interaction
- Relevant Coursework: Intro to Product Management; Application/Database Design & Development; Methods for Statistics & Data Science; Fundamentals of Software Engineering; Designing Human Centered Software

SKILLS & INTERESTS

- **Skills:** Microsoft Excel, Google Suite, SQL; JIRA, Figma, A/B Testing, Agile, Scrum
- **Interests:** Powerlifting, Volleyball, Horror, Music Production, Dimsum