

# BRANDAN CHEN

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## EDUCATION

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### Carnegie Mellon University

Sept. 2020 – May 2024

Major in Information Systems

Minor in Game Design and Human Computer Interaction

GPA: 3.72

Relevant Coursework: Understanding Game Engines; Principles of Imperative Computation; Project Management

## PROJECTS

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### "Lo-Fi Girl" – Game Project Lead

Mar. 2021 – Current

- "Lo-Fi Girl" is a 2.5D pixel art game produced in Unity, pairing simple mechanics with symbolism touching upon issues of mental health
- Lead and collaborated with a team of artists and software engineers to bring my idea of "Lo-Fi Girl" to life
- Learned Unity scripting basics and acted as the lead software engineer for the team
- Designed core gameplay mechanics and a progressive environment system
- Scheduled and distributed workload to members in Trello using agile and scrum methods
- Produced lo-fi music for the game using LogicProX

### "Escape From Lab 8" – Lead Game Designer

Feb. 2021 – May 2021

- Lead Game Designer for "Lab 8," a modern adaption of the classic roguelike genre
- Designed multiple level themes, enemies, weapons, and items that were implemented into the game
- Formulated a game design document and utilized Google Suite to share and organize ideas through collaborative ideation
- Collaborated with a team of software engineers, artists, musicians, and designers to create and implement gameplay ideas
- Helped in writing the story and designing quests/events

### "BLADE" – Game Designer / Product Manager

Sept. 2020 – Dec. 2020

- Game designer, product manager, and music producer for a student-led 3D fighting game produced in Unreal Engine 4
- Scheduled and distributed workload during sprint planning to 15 other members in Trello while adopting agile practices
- Collaborated closely with software engineers and artists to design combat, movement, level structure, and environment
- Crafted a unique combat structure that utilized a fencing point system instead of traditional health bars
- Produced dark/ambient music for the game using LogicProX

### "Beat Tapper" – 15-112 Final Project (Python)

Mar. 2021 – Apr. 2021

- Video walkthrough of the project: [https://www.youtube.com/watch?v=v1TBRZSeiCA&ab\\_channel=BrandanChen](https://www.youtube.com/watch?v=v1TBRZSeiCA&ab_channel=BrandanChen)
- "Beat Tapper" is a rhythm game that uses the player's webcam, where the player must use their pointer finger to tap circles on the screen which subsequently burst into color explosions
- Created and developed app fully in Python
- Utilized a webcam module called OpenCV along with a machine learning module and complex 2D physics
- Placed in the top 10 among hundreds of students in the class

## WORK EXPERIENCE

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### Cornell Weill Medical Center, *Research Intern*

July 2019 – Aug. 2019

- Crafted and proposed an experiment founded on recent discoveries within the field of oncology to investigate the consequences of PTEN mutations on cancer development and genome integrity
- Recorded experimental procedures and compiled data in Google Suite
- Constructed a presentation in Microsoft PowerPoint based on research and findings, spoke in front of panels of judges and placed 2nd and 3rd in multiple regional competitions
- Collaborated with a larger group of professional researchers to learn and share findings regarding the PTEN gene as a means of creating a treatment for cancer patients
- Recommended the use of a newer cell line that was implemented by a few researchers to study cell migration and DNA damage

## SKILLS

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**GAME DESIGN:** Unity, Systems Design, Level Design, Enemy Design, Combat Design, Story Design, Unreal Engine

**INDUSTRY KNOWLEDGE:** Microsoft Excel, Google Suite, Trello, Microsoft Word, Microsoft PowerPoint, Agile Methodologies, Research and Development (R&D), Scrum, GitHub, SQL, Slack

**PROGRAMMING:** Python

**MUSIC PRODUCTION:** LogicProX, ProTools