

BRANDAN CHEN

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WORK EXPERIENCE

High Moon Studios (Activision), Game Design Intern May 2022 – Aug. 2022

- Learned production techniques like stand-ups and sprint cycles by shadowing producers
- Learned documentation and issue tracking in Confluence and JIRA
- Iterated, adapted, and ensured QA through playtesting and discussing feedback with team members
- Designed multiple levels in the Radiant game engine for "Call of Duty: Warzone"
- Collaborated with other designers, artists, and engineers to formulate and implement ideas

Carnegie Mellon University, NHSGA Teaching Assistant June 2021 – Aug. 2021

- Acted as a General Teaching Assistant at Carnegie Mellon University's National High School Game Academy
- Created daily schedules and organized documentation for attendance and grading in Google Suite
- Scheduled classes and meetings on a daily basis
- Help teach high school students game design and production
- Provided feedback and partial mentoring for students to help them create a fully developed video game

PROJECTS

"Lo-Fi Girl" – Game Project Lead (Unity) Mar. 2021 – June 2021

- Led and collaborated with a team of artists and software engineers to bring my idea of "Lo-Fi Girl" to life
- Crafted and used user stories to optimize the player experience
- Learned Unity scripting basics and acted as the lead software engineer for the team
- Scheduled and distributed workload to members in Trello using agile and scrum methods

"Guilty Goose" – Producer (UE4) Feb. 2022 – May 2022

- Used agile and scrum methods to plan sprints and weekly standups
- Worked with game director to create and distribute tasks to 20 members in Trello
- Collaborated with art, engineering, and design leads to track and manage the backlog
- Organized documentation and work progress using Google Suite

"BLADE" – Game Designer / Producer (UE4) Sept. 2020 – Dec. 2020

- Scheduled and distributed workload during sprint planning to 15 other members in Trello using agile and scrum methods
- 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

SKILLS

PROJECT MANAGEMENT: JIRA, Trello, Confluence, Agile, Scrum, Quality Assurance, Google Suite, Microsoft Office Suite

INDUSTRY KNOWLEDGE: Perforce, Outlook, GitHub, Slack, Figma

GAME DESIGN: Unity, Unreal Engine, Technical Design, Story Design, Enemy Design, Level Design, Playtesting

EDUCATION

Carnegie Mellon University Sept. 2020 – May 2024

Major in Information Systems

Minor in Game Design and Human-Computer Interaction

Relevant Coursework: Agile Methods; Project Management; Understanding Game Engines