

BRANDAN CHEN

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WORK EXPERIENCE

Gearbox Software, *Production Intern (Unannounced Project)*

May 2023 – Aug. 2023

- Spearheaded audio support and removed blockers for multiple in-game features to hit key production milestones
- Streamlined audio request process to allow for more efficient collaboration between Design and Sound Design Director/Leads
- Communicated goals and expectations, and set up tasking for audio work on newly designed features between two Senior Designers and Lead VO, Tech, and Sound Designers – setting up sync meetings where needed
- Developed user flow charts (in Miro), user stories, and an MVP Requirements Document with Sound Design Director and IT to design the Audio Gear Checkout system
- Coordinated Sprint Planning and triaged JIRA issues for 14 members on the Audio team
- Rebranded Audio Confluence space and updated documentation via consulting with Audio Managing Director

High Moon Studios (Activision), *Game Design Intern (Call of Duty: Warzone 2.0)*

May 2022 – Aug. 2022

- Designed and blocked out specific areas (cut in final product) in the Radiant game engine for Warzone 2.0's Ashika Island
- Collaborated with other designers, artists, and engineers to formulate and implement map-themed level design/gameplay ideas
- Iterated and adapted level design through playtesting and discussing feedback with team members
- Shadowed multiple Producers while learning JIRA and Confluence fundamentals
- Assisted in running stand-ups and sprint planning meetings

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 while taking meeting notes where needed

PROJECTS

Yes and Studios – Producer / Sound Designer

Jan. 2022 – May 2023

- Produced multiple small games over the semester for a student team of 5 including two programmers and two artists
- Produced comprehensive Game Design/Technical Documentation and slide deck presentations for each project in Google Suite
- Developed project roadmaps and triaged tasks in Trello to hit major milestones
- Established work meeting structure and ran sprint planning meetings and standups
- Curated, produced, and implemented sound and music for each game

"Lo-Fi Girl" – Game Director (Unity)

Mar. 2021 – June 2021

- Led and collaborated with a team of 3 other students
- 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 distribute tasks to 20 members in Trello
- Collaborated with art, engineering, and design leads for sprint planning and backlog grooming
- Organized documentation and work processes using Google Suite

EDUCATION

Carnegie Mellon University

Sept. 2020 – May 2024

Major in Information Systems

Minor in Game Design and Human-Computer Interaction

Relevant Coursework: Agile Methods; Introduction to Product Management; Game Design, Prototyping, and Production

SKILLS

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

GAME DEVELOPMENT: Unity, Unreal Engine 4/5, Unreal Blueprints, Rapid Prototyping, WWise

INDUSTRY KNOWLEDGE: Perforce, GitHub, Outlook, Figma, SQL, R, Teams, Slack, Calendly