

# BRANDAN CHEN

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## EDUCATION

### Carnegie Mellon University

Sept. 2020 – May 2024

B.S. in Information Systems

Minor in Game Design and Human-Computer Interaction

Relevant Coursework: Game Design, Prototyping, and Production; Designing for XR; Digital Service Innovation; Introduction to Product Management; Methods for Statistics & Data Science; Fundamentals of Software Engineering; Designing Human Centered Software; Global Business

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

### Cornell Weill Medical Center, Research Intern

June 2019 – Aug. 2019

- Crafted and proposed an experiment to investigate consequences of PTEN gene mutations on cancer development and genome integrity
- Collaborated closely 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
- Iterated on project methodology based on experimental data as well as feedback from lab peers
- Constructed a presentation based on research and findings placing 2nd and 3rd in multiple regional competitions

## PROJECTS

### "Lights Out VR" - Project Lead

Sept. 2023 - Current

- Work with one artist, one sound designer, and two programmers to develop a VR Horror Game
- Pitched project concept, roadmap, and goals to be chosen as one of the final projects
- Create and triage tasks in JIRA to hit major milestones
- Coordinate standups, sprint planning meetings, and playtests
- Produce weekly slide presentations in Google Slides/PowerPoint to showcase project progress

### H&M App Revamp Case Study (70-452 Introduction to Product Management)

Mar. 2023 - May 2023

- Collaborated with a team of three other students to revamp the H&M app, actively applying PM methodologies from class
- Crafted User Stories and Personas based on conducting user interviews to ensure a user-centric approach
- Conducted customer and market segmentation to identify Product Opportunity Gaps
- Helped develop a High-Fidelity prototype of our proposed changes in Figma

### Computer Reach (Information Systems Consulting Project)

Feb. 2023 - May 2023

- Worked in a team of three students to streamline Computer Reach's device refurbishment process, reducing audit time by 40.48%
- Collaborated closely with the Program Director and Technical Director to identify pain points and operational inefficiencies
- Acted as the main PoC between the student team, relative stakeholders from Computer Reach, and the Information Systems program
- Facilitated meetings to gather insight and feedback from the client, ensuring alignment with CR's organizational needs
- Helped develop a comprehensive project roadmap and structured plan for the project's execution

## SKILLS

PROJECT MANAGEMENT: JIRA, Confluence, Agile, Scrum, Google Suite, Microsoft Office Suite, Excel, JQL, Outlook, Slack, Teams, Calendly, Interpersonal Skills

PRODUCT MANAGEMENT: SQL, A/B Testing, Competitive Analysis, Stakeholder Mapping, Figma, R, Miro, SQL, Data Analysis

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