

Jason Di Chen

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Education:

USC | CS Game Development | Master of Science | GPA 3.69 | May. 2023

UC Santa Cruz | CS Game Design | Bachelor of Science | GPA 3.54 | Sep. 2019

Skills and Expertise:

- 6-year background in game development in Unity C#, showcasing a solid foundation in programming and game development techniques
- Demonstrated leadership abilities through successfully leading various projects, displaying effective project management and communication skills
- Skills: C#, C++, Python, 3D Math
- Gaming Development: Unity3D, Perforce, OpenGL, JavaScript, FMOD

Projects:

SENVA | NASA Suit Challenge | UI Team Lead Engineer

- A spacesuit information display system that uses Microsoft HoloLens and Unity3D
- Visualization of GPS coordinates to the real world, mini-map, and interactive map
- Terrain scanning and color-coding for safe navigation in low-light conditions
- Effortless gesture and gaze control for astronauts in heavy space suits
- Engaged in collaborative work on a research paper focused on this project

Try Again | USC Annual Game Project | Designer and Lead Engineer

- A 2.5d, fast-paced, meta, "spectacle platformer" about a video game temp character named Benny who is trapped in an unfinished game
- Worked as the lead engineer managing a team of 4 engineers and 4 volunteers and facilitating effective communication among other teams and members
- Worked on character controls, procedural animations, narrative system, tools, audios, UI, shaders, etc.

Working Experiences:

USC | Game Engine Grader | Jul. 2022 - May. 2023

- Evaluated engine homework and 3d math exams for accuracy and completeness
- Provided detailed feedback to improve students' understanding of game engine
- Facilitated student learning by holding office hours

Tencent Holdings Ltd. | Application Developer Intern | Jul. - Sept. 2018

- Designed and developed a custom back-end web crawler for popular social media platforms, enabling faster and more efficient information gathering
- Built a system for sorting, adding, and updating the information in the database
- Created a front-end web page to provide user-friendly access to the gathered data