Elaine Chen

Rochester NY, 14608 • echen5877@gmail.com • (917)365-2227 • LinkedIn • Portfolio

---

Education

Rochester Institute of Technology (RIT)   Rochester, NY
Bachelor of Science(BS), Game Design and Development   Graduated 05/2024
Presidential Scholarship Recipient. Dean's List every semester.
Relevant Coursework:
- **Programming Courses** (HTML, CSS, JavaScript, SwiftUI, Kotlin, C#, C++, Flutter, Node.js, Unity, MonoGame)
- **Experience Design for Games & Media Courses** (Balsamiq Wireframes, Axure)
- **Animation courses** (2D & 3D animation and asset production, stop motion animation, pixilation, storyboarding, animatics)

Skills

Programming: HTML, CSS, JavaScript, SwiftUI, Kotlin, C#, C++, Flutter, Node.js
Game Engine: Unity, MonoGame
Design/Editing: Figma, Adobe Photoshop, Adobe Premiere, Axure
2D Animation: Toon Boom Harmony, Clip Studio Paint
3D Modeling & Animation: Maya
Music: Piano, Flute
Language (other than English): Mandarin (native)

Experience

RIT - School of Interactive Games and Media   Remote
Web Developer   01/2023-04/2023
- Designed and developed experiences on the web to help promote the company's Unreal game project.
- Discussed the experience design with the project manager and conducted testing sessions to gain feedback of the experience for further improvement.
- Formatted visual media to optimize for web usage.

Projects

Text-based RPG   11/2021-12/2021
> Created a web application using HTML, CSS, and JavaScript that allows the user (especially user interested in writing) to play different roles and chat with each other in different settings.

Battle of Squirrels   12/2021-12/2021
> Created my own version of the Human VS Zombie game in Unity by changing the theme to Almonds VS Squirrels and adding other game elements to it such as letting the player guess which team of squirrels will eat more almonds.

Asteroids game   11/2021–12/2021
> Created my own version of the Asteroids game in Unity by adding my own assets made in Photoshop and implementing different game modes during the game.

Aviary Strife   06/2021–08/2021
> Led a group of 4 members to create a tower defense game using MonoGame.

Extracurricular Activities

Performing Arts Scholars Group   08/2020 – 05/2024
- Took private piano lessons for almost all semesters and flute lessons for one semester.
- Performed many piano solos and piano accompaniments for chamber and orchestra at RIT.