# JASMINE CHEN
## TECHNICAL ARTIST

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## EDUCATION

**Carnegie Mellon University**                                    **Pittsburgh, USA**
Master of Entertainment Technology                                Expect May 2025

**Parsons The New School Of Design**                              **New York City, USA**
BFA Design and Technology | GPA 3.93/4.0 | Dean's Merit Scholarship 2019 - 2023                                May 2023

## SKILLS

**Skill –** Prototyping in Game Engine | Game design | Shader Graphs | Graphics Programming | VFX | VR | 3D Modeling
**Coding Language –** C# | C++ | Python | Java
**Application –** Unity | Unreal | Maya | Blender | Perforce | Figma | Photoshop | Premiere Pro | Microsoft Office
**Language –** Chinese | English

## WORK EXPERIENCES

**Game Design Instructor | ID Tech Camps, Internal Drive Co.Ltd**                    May 2023 - Aug 2023
- Taught game design and programming language in Unity and Roblox Studio, for a 8-week summer camp at University of California Irvine to over 100 students.
- Established curriculum development, including creative teaching methods.
- Communicated with parents about camper progress and issues at camp.

**Research Assistant | RECOUP-NY Project, The New School**                    Oct 2022 - May 2023
- Embedded in total 13 community services across the 5 NYC boroughs to increase access to high-quality mental health support for low-income senior residences.
- Collected and organized 500+ assessment data, interviewed over 300 participants and enrolled 100+individuals..
- Constructed bilingual research experience in communities using Mandarin and English.

**Character Designer | INSPIR.AI Information Technology Co.Ltd**                    May 2021 - Aug 2021
- Participated in character design by elaborating the character documentation and dialog scripts completed with over 2,000 sentences for a total of 12 characters.
- Conducted daily meetings and led the game design internship team of 5 and provided administrative support.

## PROJECTS

**Animation Artist, Game Producer | Listen To Me**                    Mar 2022 – Present
- Created more than 500 frames of character animations using Procreate and Photoshop in a 2D role-playing action game with a team of 11 about a child avoiding negative speech while chasing his dream.
- Nominated as the Best Gameplay Award by the GWB Game Awards 2022.

**Technical Artist, Game Programmer | Spotted!**                    Sep 2023 - Oct 2023
- Build realistic VR game scenes in Unity using Oculus integration with hand tracking features.
- Implemented technical art assets including shader graphs, character riggings and game visual effects.

**Game Programmer, Game Designer | The Little Star**                    Jul 2022 - Oct 2022
- Designed and prototyped game levels and puzzles in Unity with a team of 10 in Tencent Games Open Course.
- Facilitated communication between the art and the programming team by modifying the animated 3D assets in Maya and animators in Unity.

**Technical Artist, Game Programmer | Dream Chaser**                    Jun 2021 - Sep 2021
- Developed an online 2-player combating game using Unity and Open Sound Control plug-in.
- Programmed game mechanics in C#,  such as flipping the gravity, chasing and escaping in real time.