

Jeffrey Chen

Game Designer

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EDUCATION

California State University Monterey Bay

Bachelor of Communication Design

Major in Game Design

Salinas, CA

Graduated May 2025

WORK EXPERIENCE

Nordstrom

Stock Associate and Fulfilment

Arcadia, CA

Jun 2023 – Aug 2023

- Transferred, stocked, and packaged items for the store and other departments
- Prepared the store for the day by setting up items, checking prices, and making sure everything was in place including events
- Set up special events and coordinated with teammates and supervisors

Monterey Bay Food Bank

Volunteer

Salinas, CA

Jan 2024 – May 2024

- Packages and sorted various food products for contamination before shipping
- Coordinated with other volunteers and workers to work as fast as possible

SKILLS

Communication

Game System Design

Game Balancing

Animation

Character Design

SCHOOL PROJECTS

Cheese Arsenal

- Designed and led a team of four to create a 2d pixel based game
- Scripted and designed the main character and the systems needed to make a fun experience for the player
- Designed the main gameplay loop and combat

Damnation

- Designed and worked with one other person to create a 3d first person shooter
- Modeled enemy, player, and weapons as well as animating and texture them
- Scripted player, enemy AI, and the menu although the menu was heavily lacking on time

Lazarus

- Designed and worked with one other person to create a 3d third person shooter
- Scripted Player and AI as well as create mechanics for combat
- Animated player and enemies as well as create vfx

GAME JAM

Return

- 3 day time completion
- Designed level around the theme of LOOP using the idea of time looping
- Designed gameplay and level, placing platforms and traps to give the player a challenge
- Scripted Player's movement in order to give a smooth response
- Created pixel art in order to please the eye and clarify danger and environment

ADDITIONAL

Languages: English, some Mandarin and Cantonese, little Japanese

Tools: Figma, Photoshop, Krita, Illustrator, Blender, Aseprite, Unity