

# Jeffrey Chen

## Game Designer

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Portfolio: <https://chenjeffrey68.wixsite.com/thispc-users-chenj>

## EDUCATION

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### California State University Monterey Bay

Bachelor of Communication Design

Major in Game Design

Salinas, CA

Graduated May 2025

## WORK EXPERIENCE

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### Nordstrom

Arcadia, CA

Stock Associate and Fulfilment

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

Salinas, CA

Volunteer

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

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Communication

Game System Design

Game Balancing

Animation

Character Design

## SCHOOL PROJECTS

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### 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**

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### **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**

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**Languages:** English, some Mandarin and Cantonese, little Japanese

**Tools:** Figma, Photoshop, Kritia, Illustrator, Blender, Aseprite, Unity