

Chih-Wei (Jerry) Chen *Software Engineer*

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EDUCATION

Carnegie Mellon University, Entertainment Technology Center, Pittsburgh, PA, Expected May 2015

Masters of Entertainment Technology

National Taiwan University, Taipei, Taiwan, June 2010

Bachelor of Mechanical Engineering

SKILLS

Programming Languages: C#, C/C++, JavaScript, PHP

Tools: Unity, Node.js, MySQL, Cubase, Adobe Premiere, Adobe Audition, Autocad, Catia, Flash

ACADEMIC PROJECTS

Legato, CMU-ETC, Pittsburgh, PA, Jan 2015 - current

- Created a multiplayer game for Electronic Arts using mobile devices as controllers connecting to an Unity game.
- Established and maintained a Node.js server that deals with all in-game data used by a 14-person-cross-country team.
- Developed an event center system, allowing programmers to communicate between clients within a few lines of code.
- Implemented game mechanics for a 2D “shmup” game on Unity including enemy path editor, character controllers, game states manager, checkpoint system, tutorial and UI.

MU, CMU-ETC, San Francisco, CA, Aug - Dec 2014

- Created a website that generates a piece of music from a 3D object the user loads.
- Designed and implemented an auto accompaniment system that consists of 5 different instruments, each has unique playing style and follows the chord progression chosen by user.
- Programmed the UI of music player and visual effects using JavaScript and HTML5.

Ocean Empire, CMU-ETC, Pittsburgh, PA, Jan - May 2014

- Created an iPad ship battle game made for Roblox Corporation.
- Acted as producer/game designer in a 6-person team. Established design document and conducted playtests.

PERSONAL PROJECTS

The Forbidden Magic, Pittsburgh, PA, Dec 2013

- A multiplayer third-person action game prototype using Unity.
- Designed and programmed all game mechanics including 3rd-person control, modular skill creation, state machine for combat, networking and state machine for animation.

EXPERIENCE

IT'S TIME, Pittsburgh, PA, Jun 2014 – Aug 2014

Contract Programmer

- Created a game in Unity in conjunction with the curriculum of the client that teaches the basis of financial literacy.
- Developed a RPG dialog editing system allowing designers to write a branching conversation.
- Designed and programmed a FPS mini game with several different enemies' AI.

VisionTop Co., Ltd, New Taipei City, Sep 2010 – Jan 2011

Contract System Software Engineer

- Maintained and implemented new features for the company's internal management website using PHP and MySQL.
- Designed the shipping label and established the implementation process.
- Developed a cost estimating system to help sales instantly calculate the cost of complicate orders.

ATEN INTERNATIONAL Co., Ltd, New Taipei City, Jun –Jul 2007

Software Engineer Intern

- Developed an embedded program in 8051 chip that recognized mouse's motion and the numbers it draws using C.
- Created a “Breakout” game using KVM's OSD (on screen display).