Lucien (Yen-Chu) Chen

GAME DESIGNER

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Skills: Game Design, Graphic Design, Photoshop, Illustrator, Flash, After Effect, Maya, 3DsMax, Unity3d

EDUCATION

* **Carnegie Mellon University**
  Entertainment Technology Center, Master of Entertainment Technology (05/2014)
* **LungHaw University of Science and Technology**
  Multimedia and Game Science, Bachelor of Science (05/2007)

EXPERIENCE

* **Schell Games (06/2013 - 08/2013),**
  Game Designer Intern, Combat Designer for project of Lexica(Tablets)
  - Placed interactive objects, designed enemies' behavior and the flow of combat levels.
  - Communicated with programmer and animator to implement the new behaviors.
  - Tuned data values in Unity in order to balance player and enemy statistics and attacks.
  - Tested the game and provided feedback to the rest of the teams to optimize the combat system.

* **Shader Tech, Ltd. (07/2010 - 06/2012),**
  Game Designer / UI Artist, Released Games: Unlucky Man's Lucky & Happy Boom (iPhone Apps)
  - Designed levels and UI for Unlucky Man's Lucky and Happy Boom.
  - Tested the prototypes and communicated with other game designers and programmers.
  - Managed a team of 2 artists on the both projects.

* **SCET (Sony Computer Entertainment Taiwan) (07/2009 - 02/2010),**
  PS3 Developer Training Job, Game Artist in Project "The Bright Soul"
  - Participated in a game design class offered by Sony.
  - Studied the art pipeline in the Unreal Engine with a focus on texture, lighting, materials and creating art assets.
  - Researched topics for the project, such as the art style and game mechanics from similar games.
  - Teamed up with 2 people and developed a prototype in three days.

* **Keystone Game Studio (01/2005 - 03/2005),**
  Assistant Game Designer Intern, Project of Requiem.(Xbox)
  - Created a competitive analysis of the market for the action game genre including games such as Devil May Cry.
  - Arranged the game planning documents and provided concept art for game artists.
  - Communicated with testers and made suggestions for gameplay modifications.

ACADEMIC PROJECTS

* **Electronic Arts Connected TV Project (01/2014 - 05/2014),**
  Game Designer / 2D Artist; Design a Golf game for EA OCCO(The Office of the Chief Creative Officer)
  - Designed multi levels in a gravity M.C. Escher style golf.
  - Balanced game features; refined the number of clubs and their functions.
  - Playtested the levels and arranged the layout.
  - Communicated with programmers and artists in order to define the vision of the game.

* **Electronic Arts Interconnected Project (08/2013 - 12/2013),**
  Game Designer / UI / UX Designer, Design a Puzzle game for EA OCCO(The Office of the Chief Creative Officer)
  - Designed the interaction for a touch screen use as a game controller.
  - Worked with programmers and designers, in order to implement the interaction features and gave feedback to their work.
  - Designed a in game tutorial.

* **Game for Change (01/2013 - 06/2013),**
  Game Designer; Designer for Released Game: Boundaries (Mobile & Theater Game)
  - Developed a game for Games for Change Festival in NY, which 100+ people play in the same time.
  - Designed levels in game tutorial for 100+ simultaneous players.

PERSONAL PROJECTS

* **InkLand (Shipped, 3000+ downloads),**
  Game/UI Designer, Puzzle game (iPad)
* **Project Cubie (04/2013 - present),**
  Game Designer, Making a side-scrolling game with friends (Mobile)
  - Designed mechanics and 20+ levels.
  - Playtested the functions and finding bugs then report to programmer by recording the game.
  - Designing the user interfaces.
* **Project Anamorphosis (01/2014 - present),**
  Game/Level Designer, Making a Illusion game (PC)