JiaXu (Josh) Chen

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SKILLS

Game Engines: Unreal, Unity (2D, 3D, & VR), Godot
Programming Languages: C#, C++, UE Blueprints, Java, JavaScript, Python
Software: Autodesk Maya, Adobe InDesign, Substance 3D Painter, Adobe Photoshop, Adobe Premiere Pro, FIgma, Axure
Artistic Skills: 3D Modeling, 3D Painting, 3D Animation
Management Skills: Task Management, Communication, Organization, Presentation

PROJECTS

Liminal Run (Video Game)   September 2025 - December 2025
- *Project Manager, Team Lead,* and *Creative Director* on a 3-person desktop game project over 4 months for a December 2025 release on itch.io.
- Authored puzzle design and narrative documents.
- Managed team utilizing SCRUM methodology and maintained team Jira board.
- Directed team sprints, sprint reviews, and retrospectives.

The Whale (Tabletop Roleplaying Game)   September 2024 - December 2024
- *Game Designer, Writer,* and *Project Manager* on tabletop roleplaying game project over 4 months for a December 2024 release on DriveThruRPG.
- Designed a unique dice-rolling system and setting for the product.
- Wrote and edited content for cohesion and clarity.
- Managed meetings and delegated tasks according to team member's skill sets and assigned roles.
- Directed visual design of product, including graphic design and art style.

Charon's Companion (Video Game)   January 2025 - May 2025
- *Level Designer*, *Narrative Lead*, and *Assistant Producer* on a 7-person desktop narrative adventure game project over 4 months for a May 2025 release on itch.io.
- Authored level design documents and narrative outlines for testing and iterative development.
- Collected and organized user feedback from weekly playtests throughout development to improve level and game design.

WORK EXPERIENCE

Rochester Institute of Technology   **Rochester, New York**
Research Assistant   January 2026 - Present
- Assisting in world model research to help train game artificial intelligence.

Teaching Assistant   January 2026 - Present
- Assisting in managing and directing production teams with the goal of creating a minimum viable product.

Research Assistant   January 2025 - August 2025
- Assisted in developing an Educational VR Project using Unity to teach Middle School students about construction processes and technologies.
- Incorporated feedback from testers to enhance user experience.

EDUCATION AND AWARDS

Rochester Institute of Technology   **Rochester, New York**
Golisano College of Computing and Information Sciences
Masters of Science, Game Design and Development   August 2025 - May 2027
Bachelor of Science, Game Design and Development   August 2024 - May 2026
- Awarded Dean's List Fall 2025
- Recipient of the RIT Presidential Scholarship

Relevant Coursework: Game Design & Development Processes, Game Design, AI For Gameplay, Introduction to Interactive Narrative, Game Design & Development 1 & 2, Production Studio, Tabletop RPG Design, Development for Real-Time Simulations and Games 1 & 2