

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

Apparition Committee (Video Game)

January 2026 - May 2026

- *Lead Programmer* and *Creative Director* on a 6-person Unity desktop narrative platforming game project over 4 months for a May 2025 release on itch.io.
- Architected and constructed multiple game systems for player usage in C#.
- Worked closely with and created supporting documentation for the narrative and art team.

Liminal Run (Video Game)

September 2025 - December 2025

- *Project Manager*, *Team Lead*, and *Creative Director* on a 3-person Unity horror puzzle desktop game project over 4 months for a December 2025 release on itch.io.
- Authored puzzle design and narrative documents for implementation.
- Maintained team Jira board, and managed team utilizing SCRUM methodology such as team sprints, sprint reviews, and retrospectives.

Charon's Companion (Video Game)

January 2025 - May 2025

- *Level Designer*, *Narrative Lead*, and *Assistant Producer* on a 7-person Unity 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.

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.
- Engaged in multiple writing reviews, revising content for cohesion and clarity.
- Managed meetings and delegated tasks according to team member's skill sets and assigned roles.

WORK EXPERIENCE

Rochester Institute of Technology

Rochester, New York

Research Assistant

January 2026 - May 2026

- Assisted in world model research to help train game artificial intelligence.

Teaching Assistant

January 2026 - May 2026

- Assisted in managing and directing production teams with the goal of creating a minimum viable product.

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

Current GPA: 4.0

Bachelor of Science, Game Design and Development

August 2024 - May 2026

Current GPA: 3.8

- 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