

Brooklyn Chen

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EXPERIENCE:

Capgemini

Software Engineer

September 2021

- Worked on REST APIs using Node.js for Fidelity
- Trained in Java Spring Boot as a contingency worker for Goldman Sachs
- Certified in Oracle Java SE 8 Programmer I

Georgia State University

Audio-Visual Technician

January 2019-May 2020

- Configured audio mixers, stage tech, and lighting boards during live events along with other event technology
- Serviced customers during hosted events and completing maintenance tickets
- Directed, animated, and voiced training videos for onboarding Student Center employees

SKILLS:

- **Software/Platforms:** Unity Engine, Git, Github Desktop, Sourcetree
- **Languages:** C#, Java (+ Spring Boot), HTML, CSS

PROJECTS:

FORGET-ME-NOT

Developer & Animator

August 2022

- Programmed and animated this action game with emphasis on player feedback
- Created state control systems to handle animations, enemy behavior, player controls, etc.
- Developed templates to quickly load in level data and swap out player attacks with ease

Project: Paratoxic

Developer & Project Lead

December 2019-May 2020

- Designed and developed the dialogue and visual effects system for this visual novel game in C#
- Hand-animated 150+ frames of character sprites
- Combined hand-animated elements with programming in Unity's ecosystem for a stylized UI
- Development followed the Gitflow workflow, managing a team of collaborators.

LEADERSHIP:

Aurora Game Development Club

Vice President | Advisor

August 2018-May 2020

- Organized club activities and events including three Global Game Jams, regular project demos, and game nights
- Collaborated with a leadership team focusing on member and community engagement for 50+ regular members
- Mentored five incoming club officers, created training documentation, and hosted weekly leadership meetings
- Developed games along with fellow club members on a semesterly basis
- Created promotional videos for [expos](#) (ie. DREAMHACK, SIEGECON) and [club advertisement](#)

EDUCATION:

Georgia State University

Graduated: May 2020

Bachelor's of Science in Computer Science
GPA: 3.35/4.0