

Huikang(Ken) Chen

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SKILLS

Programming Language: C# (4 years)

Game Engines/Tools: Unity(4 years), Visual Studio

WEBSITE

Portfolio: <http://ken-chen.com/>

Github: <https://github.com/HuikangChen>

PROJECT EXPERIENCE

Game Name: BallBounce3D! (iOS) - Current - 2019

Role: Gameplay Programmer, Project lead in a team of 4 **Engine:** Unity

- Implemented gameplay features based on the design
- Improved and maintained the project's codebase
- Built a custom event system with scriptable objects for designers to easily hook up actions
- Responsible for project architecture to ensure smooth workflow

Game Name: MathDeer (Android/PC) - Published on Google Play Store and itch.io - 2018

Role: Gameplay Programmer **Engine:** Unity

- Programmed custom collisions with Unity's raycast
- Built gameplay systems with component-oriented and object-oriented design
- Used scriptable object references to reduce direct dependencies between data and UI prefabs to allow quick and independent tests
- Implemented an algorithm to generate random math questions
- Designed and implemented an upgrade and power up system

Game Name: Cube Invaders (PC) - Published on itch.io - 2017

Role: Gameplay Programmer **Engine:** Unity

- Designed and implemented a skill system that allows combinations to create variations of the skill
- Implemented enemy wave spawn behaviour that scales based on level/difficulty

Project Name: 2D Platformer Controller (PC) - 2018

Roles: Gameplay and Physics Programmer, Artist **Engine:** Unity

- Implemented a 2D platformer controller that handles slopes, wall jumps, multiple jumps, dashing and a melee combo system
- Worked with kinematic physics and trigonometry to improve the feel of jump and slopes

Game Name: Cube Shooter (PC) - 2016

Role: Gameplay Programmer **Engine:** Unity

- Implemented multiplayer gameplay logic with Unity's UNET network solution
- Collaborated with an artist to prepare 2D assets

WORK EXPERIENCE

Tech Incubator at Queens College(**Instructor for Unity Game Development classes**) - 2018 – Present

- Design, prepare and teach material that included C# programming and visual scripting for the class
- Prepared and taught Unity workshops

EDUCATION

Queens College of the City University of New York
BA in Computer Science

Flushing, NY
Expected: Summer 2019