Qinwen(Heather)Chen

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Education
ArtCenter College of Design Bachelor of Game Design | Aug 2020 – Jun 2024 |

Skills
Unreal, Unity, Photoshop, Procreate, Maya, C#

Languages
Mandarin, English

Experience

Game Jam

ArtCenter College of Design Game Jam | Game Mechanic & Game Art | Jan 2021
● Designed and developed the puzzle game Through the Quarantine with a team of 2 members, centered around the theme "Through the Darkness," within a challenging 72-hour timeframe. The game portrays a heartwarming reunion story of a family separated by a pandemic, where players solve mini puzzles to help the characters reunite.
● Led the direction for gameplay, environment, and character design. Took full responsibility for level design and quality assurance testing.

ArtCenter College of Design Game Jam | Game Mechanic & Level Design| Oct 2022
● Design and developed a stealth game EVE with 4 other team members, centered around the theme "1+1=3", within a tight deadline of 72-hours. In the game, players must control two different characters simultaneously to distract the enemies while disposing corpses.
● Took charge of designing the game cover page, creating the environment, and designing the levels. Additionally, I also ran tests to ensure the game's quality.
● https://soupsouppp.itch.io/eve

GMTK Game Jam | UI/UX & Level Design | Jul 2023
● Collaborated with a team of 4 to create the game Vnity centered around the theme of "roles reversed" within 48-hour timeframe. The game requires players to take on the role of a game developer and strategically design levels. The objective is to offer insight into the game development process and educate players about game design and engine logic.
● Efficiently communicated and collaborated with overseas teammates to ensure project progress. Contributed to the project by delivering comprehensive UI and level design.
● https://soupsouppp.itch.io/vnity

Independent Project

The Screaming Night | 2022
● A soul-like third person action game. Implemented fundamental character controls, including dodging and sword-and-shield combat. Created an intricate map featuring enemy, loot crates, and interactive elements.
● https://www.qinwenchen.com/devil-hunter

Who is That Women| 2022
● A horror puzzle game where the players embark on a journey of solving puzzles and uncovering the truth. Assumed the role of a private detective, tasked with investigating suspicions of infidelity by a new mother's husband. The objective was to gather evidence, reveal the facts, and convey the findings to the concerned lady.
● https://www.qinwenchen.com/whoisthatwoman

ESCAPE | 2022
● A 3D puzzle game developed with Unreal Engine within 2 weeks. Players need to find a way to solve puzzle and open doors to escape. The project aims to make three comprehensive levels with increasing difficulties. The target audience that are less concerned with intricate plots and more focused on deciphering challenges.
● https://www.qinwenchen.com/escape