



Jingyi Chen

Game Designer

Skills

Project Experience

Education

Awards

“Every Design Has Its Reason.”

Jingyi Chen

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[Linkedin](#)

[Portfolio Website](#)

Design: Game Design, System Design, Technical Design, Level Design, World Building

Software: Unity, Unreal Engine, C#, C++, Adobe Photoshop, Microsoft Office

Language: English, Chinese, Cantonese

Chu Mo / System Designer, Programmer, Co-Hardware Engineer

Jan 2023 - Apr 2024, ArtCenter

Chu Mo is an East-Asian inspired immersive escape room about an exorcism school. During this project, I worked closely with the design team, hardware team and artist team to overcome challenges and difficulties to be on the right path of creating a desirable and immersive experience for players at all ages.

Ring City Champions / Programming Lead

Sep 2023 - Apr 2024, ArtCenter

As the lead programmer of this online multiplayer FPS that focuses on sport, I mainly worked on the multiplayer aspect while connecting with the design team to create fun and desirable gameplay experiences.

ArtCenter College of Design / Bachelor

Sep 2020 - Apr 2024, Pasadena, CA

In my education at ArtCenter College of Design, I successfully contributed to several team projects like Chu Mo and gained valuable experience in the industry.

Indiecade 2023 Festival Live-Action Award Winner

GDC 2024 alt.ctrl.gdc Nominee

