

# Leo Chen

## Game Engineer

lappaschen0712@gmail.com · 9174123987 · New York · [www.linkedin.com/in/lappaschen](https://www.linkedin.com/in/lappaschen)

### EDUCATION

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**New York University, Tisch School of the Arts** | New York, NY

*Bachelor of Arts in Game Design*, Minor in Computer Science | GPA: 3.75/4.0 | Expected May 2027  
*Dean's List (2023–Present)*

### PROFESSIONAL EXPERIENCE

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**Game Engineer | Network Programmer - Order Up!**, New York NY

*A 3D multiplayer TPS game, featuring character skill sets, evo shields.*

May 2025 - Present

- Engineered an online multiplayer TPS game, focusing on network architecture, character skill systems, and core player functionalities.
- Programmed player behavior enabling clients and hosts to pick up weapons, shoot, and use healing items.
- Programmed and designed unique skills for eight characters, ensuring functionality for both clients and hosts.
- Programmed an online lobby system, enabling players to create and join rooms based on room code and lobby list in the system.

**Game Full Stack Engineer - Yahaha Studio**, Remote

Nov 2024 – Mar 2025

- Independently developed horror games using Yahaha Engine and Lua, published on Itch.io and Steam.
- Collaborated and designed core mechanics for *Outer Express*, a multiplayer survival game, and launched on Steam.
- Programmed player behavior and engineered machine and enemy AI for Outer Express.

**Game Engineer - Eyestone**, New York NY

*A 2D rogue-like adventure card game*

Apr 2024 - May 2024

- Programmed state machine for each turn of this rogue-like card game, enabling players to peek and steal opponent cards and defeat enemy bosses.
- Developed and programmed five new enemy bosses, each featuring distinct abilities and rewards.
- Programmed UI effects to enhance game feedback during player-enemy interactions.

**Game Engineer | Physics programmer - Global Game Jam**, New York NY

*A desktop simulator with lots of bubbles*

Jan 2025

- Designed and programmed bubble physics, allowing realistic reactions to forces and draggable interactions.
- Programmed a mini Minesweeper game using bubbles as clues for mines' locations.
- Programmed a desktop simulator, enabling player to click and drag apps on the desktop.

**Game Engineer - Hue Remake**, New York NY

*Color-switching 2D adventure game with puzzle-solving and combat mechanics.*

Nov 2024 - Dec 2024

- Programmed character controller, traps, and triggers across levels, replicating traps from the original Hue game.
- Designed and programmed a new boss fight, adding a new action element to the game while preserving core mechanics.
- Implemented environment art assets, creating torches, waterfalls, and laser effects across scenes.

### ADDITIONAL INFORMATION

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**Coding Languages:** C++, C#, Javascript, Python, Lua.

**GameDev Tools:** Unity, Unreal Engine, GameMaker Studio, World Creator, GitHub, Blender, Yahaha Studio

**Languages:** Chinese, English, Japanese.