

Leo Chen

Game Engineer

lappaschen0712@gmail.com · 9174123987 · New York · www.linkedin.com/in/lappaschen

EDUCATION

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

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

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

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

Languages: Chinese, English, Japanese.