



Nuo Chen

Game Developer

📍 Sydney
 📞 0492484987
 @ nuoch3n@gmail.com
 🌐 <https://nuo27.github.io/>

Education

UTS

Bachelor of Science in Game Development

Credit

2020-2023

Minor in Data Analytics

projects awarded and presented in UTS 2022 Tech Festivals

Languages

Mandarin

Cantonese

English

Japanese

Korean

Skills

Game Development

Unity & C#, UE4/5 & C++, Game Design, Interactive Design, Git

Software Development

XCode & Swift, Java, Python, SQL

Data Analytics

Python, Excel, Tableau, SQL

Tools

Trello, JIRA, confluence

Profiles

[in](#) nuochen27

LinkedIn

[nuo27](#)

GitHub

Summary

I am a recent Graduate from UTS studying Game Development as a major and Data Analytics as a minor. I am familiar with both Unity and UE development using C#, C++, and Blueprint. Also with other skills related to computer programming like Java, Swift, etc. In Uni, I've contributed to different projects responsible for Unity UI Development, Character Development, Game Design, Level Design, PlayTest, etc. After graduation, I've been working on indie games and improving myself in Networking, Animation, and Music design.

I am a quick learner, always seeking ways to enhance my capabilities and contribute effectively to the success of any project or task at hand. I've been also working in teams and groups that bring me good time management and communication. I would love to discuss more about myself, please feel free to reach out!

Experience

Vikadata

Marketing and Content

[🌐 https://vika.cn/](https://vika.cn/)

Dec 2020 - Feb 2021

Zhuhai, China

Analysed product marketing value, competitive products, future markets, and customers.

Created content and marketing strategy for international growth, and did industry-wide interviews.

Gave company-wide demos on competitive products research and data visualisation on marketing chances presentations

Contributed to content output in official social media articles (web and WeChat)

Free Lancer

Indie Game Developer

Jul 2023 - Present

I've been working on indie game development after graduating.

Meanwhile, improving myself in Unity and Unreal Engine.

Projects

Ascension to Immortal

A Unity LAN Card Game

Jul 2023 - Aug 2023

Lead Prog

- we are in a group of 3, about to release the game very soon!
- Designed and developed the local play framework
- Redesigned and updated to LAN-supported

more projects please refer to:

[🌐 https://nuo27.github.io/portfolio/](https://nuo27.github.io/portfolio/)

Not everything is listed, but I'm more than happy to talk about them!