

WEIDA CHEN

Game Engineer

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INDUSTRY SKILLS

Languages: C++ C# Python
Engines & VC: Unity Git & Github Visual Studio / Rider
Concepts: Gameplay Systems OOP/OOD State Machines Object Pooling ScriptableObjects
Data Structures & Algorithms Linear Algebra

EDUCATION

University of California, Irvine 2024 - Present

- **Double Major:** Computer Science; Game Design and Interactive Media
- **Relevant Coursework:** Game Programming Series, Game Design, Linear Algebra, Boolean Algebra & Discrete Mathematics, Programming in C/C++
- **Currently Taking:** Computer Networks, Game Engineering, Data Structures & Algorithms

GAME PROJECT HIGHLIGHTS

Unity, C# | *Get Me Out: 2D Jam Game* | UCI 2026 Zotjam 2026

Game Programmer • 4th Audience Choice, 2nd Judge Choice

- Built card-driven movement architecture that connects deck selection, player state logic, input actions, and ability execution.
- Implemented reusable movement abilities including turn, jump, dash, and gravity inversion through Rigidbody2D gameplay actions.
- Programmed card/deck interaction flow for selecting, retrieving, displaying, and consuming abilities during play.

Unity, C# | *Knight-mare Survival: Vampire Survivors-like School Project* 2026

Game Programmer • School Project

- Engineered weighted enemy wave spawning with unlock timing, active-enemy caps, and time-based difficulty scaling.
- Implemented object pools for enemies, XP gems, and VFX to reduce runtime allocation pressure in a high-spawn survival game.
- Built a modular weapon and upgrade pipeline using ScriptableObject data, weapon levels, global damage bonuses, and upgrade options.
- Connected player health, XP, level-up, pause, death, and upgrade UI through event-driven gameplay state changes.

Unity, C# | *Samurai Cat: First Unity 2D Platformer* School Project

- Worked on a Rigidbody2D player controller with sprinting, jumping, double-jump and dash unlocks, one-way platform drop-through, and facing logic.
- Worked on pogo-style downward attacks that bounce off attackable objects, reset double jumps, damage enemies, and trigger hit VFX/SFX.
- Worked on checkpoint respawning, scene-to-scene spawn persistence, and projectile hazards.

UNFINISHED PROJECTS & STUDY

3D Renderer • Graphics Programming In Progress

Currently Studying: 3D Rendering and Graphics Programming