



Marcus Chen

Frontend Engineer & Interactive Developer

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🌐 marcuschen.dev

Certifications

Unity Certified Expert: Programmer
March 2022
Unity Technologies

Unreal Engine 5 C++ Developer
June 2023
Epic Games (Udemy)

Interests

- Game Design**
Mechanics, Level Design, Player Psychology
- AI & Procedural Generation**
PCG, Machine Learning, Emergent Gameplay
- Indie Game Development**
Solo Dev, Game Jams, Community
- Technical Art**
Shaders, VFX, Optimization

Awards & Recognition

- Best Gameplay - Ludum Dare 48**
April 2021
Ludum Dare
Awarded for puzzle game 'Deeper and Deeper' which ranked in the top 5% overall among 3,000+ submissions
- Employee Excellence Award**
December 2021
Pixel Forge Interactive
Recognized for exceptional contributions to 'Starbound Odyssey' development and dedication to code quality

Online Presence

- | | | |
|-----------------------------------|------------------------------|-----------------------------------|
| LinkedIn
@davidkowalski | itch.io
@dkowalski | LinkedIn
@davidkowalski |
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Professional Summary

Mid-level Frontend Engineer with 5+ years of experience building scalable web applications and interactive experiences. Specialized in React, TypeScript, and modern frontend architecture with a unique background in game design that brings creative problem-solving and performance optimization expertise to web development. Proven track record of delivering high-quality user interfaces and collaborating effectively with cross-functional teams.

Technical Skills

- | | |
|---------------------------------------------------------------------------------------|--------------------------------------------------------------------------------|
| Unity Engine
Expert
C#, Editor Tools, Performance Profiling
⚡ ⚡ ⚡ ⚡ ⚡ | Unreal Engine
Advanced
C++, Blueprints, UE5 Features
⚡ ⚡ ⚡ ⚡ ⚡ |
| Programming Languages
Expert
C#, C++, Python, HLSL/GLSL
⚡ ⚡ ⚡ ⚡ ⚡ | Game AI
Advanced
FSM, Pathfinding, Navigation
⚡ ⚡ ⚡ ⚡ ⚡ |

Professional Experience

- | | |
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| Cascade Studios
Senior Game Developer | Seattle, WA
March 2022 - Present |
| <ul style="list-style-type: none">Lead gameplay programmer on an unannounced AAA action-adventure title built in Unreal Engine 5 for PC and next-gen consolesArchitected and implemented core combat system including hit detection, combo mechanics, and enemy AI behavior trees serving 15+ enemy typesDeveloped custom editor tools in C++ that reduced level designer iteration time by 40% and improved workflow efficiency across the team | |
| Pixel Forge Interactive
Game Developer | Bellevue, WA
June 2020 - February 2022 |
| <ul style="list-style-type: none">Core developer on 'Starbound Odyssey,' a sci-fi roguelike that achieved 500K+ sales on Steam with 'Very Positive' user reviewsImplemented procedural generation systems for level layouts, enemy encounters, and loot drops using Unity and C#Designed and programmed player progression systems including skill trees, equipment upgrades, and meta-progression mechanicsCreated robust save/load system supporting cloud saves and cross-platform play between PC and Nintendo Switch | |

Languages

English

Native



Polish

Conversational



Publications & Talks

Optimizing Unity Games for Mobile: A Practical Guide

September 2021

Game Developer Magazine

Technical article covering mobile optimization techniques including draw call batching, LOD systems, and memory management

Building Modular Dialogue Systems

May 2022

Seattle Indie Game Developers Meetup

Presented talk on designing flexible dialogue systems for narrative games, attended by 60+ local developers

Education

University of Washington

Bachelor of Science • 3.6 GPA

Computer Science

Seattle, WA • 2014 - 2018

Concentration in Game Development. Relevant Coursework: Game Engine Architecture, Computer Graphics, Artificial Intelligence, Physics Simulation, 3D Mathematics, Software Engineering, Data Structures & Algorithms

Notable Projects

Echoes of the Void (Indie Game)

2023 - Present

Solo developer for a narrative-driven 2D platformer built in Unity. Features custom dialogue system, branching story paths, and atmospheric pixel art. Currently in development with demo released on itch.io garnering 5K+ downloads and positive community feedback. Planned Steam release Q2 2025.

[View on itch.io](#)

Open Source: Unity Dialogue Framework

2021 - 2023

Created and maintain an open-source dialogue system for Unity with visual node-based editor, localization support, and voice acting integration. Project has 800+ GitHub stars and is actively used by indie developers worldwide. Includes comprehensive documentation and example projects.

[View on GitHub](#)

Game Jam Participation

2019 - Present

Regular participant in Ludum Dare and Global Game Jam events. Created 12+ game prototypes exploring experimental mechanics and art styles. Won 'Best Gameplay' award at Ludum Dare 48 with puzzle game 'Deeper and Deeper' that ranked in top 5% overall.

Community Involvement

Seattle Indies

2020 - Present

Seattle, WA

Active member of local indie game development community. Organize monthly game showcases and provide mentorship to aspiring game developers through code reviews and technical guidance.

Code.org Game Development Workshops

2021 - Present

Seattle, WA

Volunteer instructor teaching basic game programming concepts to middle school students. Led 8+ workshops introducing Unity fundamentals and game design principles.

References

Available upon request