

Jason Chen

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OBJECTIVE

Seeking internships for the summer of 2025

EDUCATION

Bachelor of Science (BS) in Game Design and Development

Rochester Institute of Technology

May 2026

Rochester, NY

WORK EXPERIENCE

Web Developer

Changeling VR

September 2024 – Present

Rochester, NY

- Contributed to the development and maintenance of the main website, improving UI elements.
- Designed and deployed a Discord bot with interactive commands, boosting community interactions.
- Led weekly task coordination, ensuring timely implementation and maintaining thorough documentation for scalability and future development.
- Built and managed a database to track user trivia progress, logging interactions, and achievements.

Teaching Assistant

Rochester Institute of Technology

September 2024 – Present

Rochester, NY

- Supported students by explaining course materials and assisted the professor.
- Evaluated and graded assignments, providing detailed feedback to help students.
- For the following RIT courses: IGME 110, IGME 236

PROJECTS

HoYoVista | JavaScript, Node.js, Discord.js, MongoDB, Postman, Cron

July 2024 – Present

- Built a Discord bot for HoYoverse players to automate daily check-ins, redeem codes, and view real-time data, now serving 100+ users/servers.
- Reverse-engineered API requests by analyzing network traffic, enabling interaction with game services.
- Developed and integrated MongoDB for secure user data storage, supporting personalized settings.
- Independently developed and expanded functionality, increasing user engagement and bot growth.

Pokepedia | HTML, CSS, JavaScript, PokeAPI

November 2023

- Developed a web app that displays the Pokemon in a gallery, allowing users to view detailed stats and information using PokeAPI.
- Integrated Chart.js to visualize Pokemon stats, enhancing data presentation and interactivity.
- Implemented account creation and local storage to persist user data and track favorited Pokemons.

Penguin with a Hat | C#, Unity, Trello

October 2023

- Collaborated with a team of 4 to develop a fully playable game within 45 hours during a game jam.
- Lead task planning and delegation using Trello, ensuring efficient project management and timely completion.
- Programmed player movement mechanics and contributed to UI design, enhancing gameplay.
- Facilitated team communication and problem-solving, driving successful project delivery.

TECHNICAL SKILLS

Languages | HTML, CSS, JavaScript, C#, C++, Python, Swift

Libraries & Frameworks | React, Node.js, SwiftUI, Bootstrap, Bulma

Developer Tools | GitHub, Visual Studio Code, Unity, Xcode, MongoDB