

# Cameron Chin

[camchin.com](http://camchin.com) ★ [cameronchin1997@gmail.com](mailto:cameronchin1997@gmail.com) ★ Jersey City, NJ

## EDUCATION

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### Rochester Institute of Technology | B.S. Game Design and Development

**Skills:** Unity, Unreal Engine, C#, C++, Javascript, Microsoft Excel, Microsoft Word, FMOD, Adobe XD, Illustrator, Photoshop

**Relevant Courses:** Level Design, 2D/3D Animation & Asset Prod, Data Struc & Alg, Games & Sim, Software Quality Assurance, Game Design & Development

**GPA:** 3.37

## WORK EXPERIENCE

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### Cardboard Games

[jumpthegun.net](http://jumpthegun.net)

*Game Director, Level Designer, Self-Publisher*

Nov 2022-Present

- Released and actively updating a 'Jump The Gun' on Steam, with an 85% positive rating.
- Shipped and created all publishing and marketing material, selling over 40,000 units.
- Produced all sound, UI, player, level, and game mechanics in Unity, Photoshop, and FMOD.
- Managed a team of 4 to develop the game with Unity/Photoshop/FMOD using C# & C++.

### Vendr LLC

[vendr.site](http://vendr.site)

*Founder, CEO, Lead Designer*

Oct 2020-Present

- Actively developing a community marketplace for collectors.
- Designed the entire app, visual elements, and marketing material.
- Acquired trademarks, investors and influencers for the app's scheduled release.
- Conducted 600+ customer discovery and solution interviews to identify user needs.
- Managing a team of 5 developers to create Vendr using React, Golang, GraphQL, SQL, Adobe XD, Illustrator, and Photoshop to create the app's features and visual design.

### Funkitron Games

[funkitron.com](http://funkitron.com)

*Level Design Intern*

Jan 2019-June 2019

- Built 50+ unique levels for the mobile game "TapBurst Challenge" previously called "Relic Chasers".
- Created 6 new puzzle mechanics and 10+ in-game tutorials in Unity.
- Increased player retention rates by over 300% by analyzing data from 400 playtesters.
- Worked in a team of 5 to ship the first 200 levels of the game.

## PROJECTS

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### Janus

[camchin.com/#janus](http://camchin.com/#janus)

*Level Designer, QA Manager*

Dec 2020

- Produced 3D levels and environments for a Greek-based, action-adventure video game.
- Led public playtest sessions at different conventions with 300+ unique playtesters.
- Developed with a team of 5 in Unreal Engine 4 using C++.

### Valorant Map - Headquarters

[camchin.com/#valorant](http://camchin.com/#valorant)

*Level Designer*

Mar 2022

- Built a 3D map with an interactive website to demonstrate design knowledge for 5v5 tactical shooters.
- Designed all aspects of the map including its layout, player strategies, spawn areas, story and theme.
- Developed independently using Unreal Engine 4 /Photoshop.