XINYI CHEN

College of Arts, Media, and Design
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EDUCATION

Northeastern University   Boston, MA
- GPA: 3.88/4.0   September 2023 – Present
- Master of Science in Game Science and Design

The Ohio State University   Columbus, OH
- GPA: 3.39/4.00   Graduation Date: December 2022
- B.S. in Computer and Information Science and B.A. in French

RESEARCH & PROJECT EXPERIENCE

Northeastern University (College of Arts, Media, and Design)   Columbus, OH
Project Leader, Group of 5   January 2024 – March 2024
Game Pattern Research & Development (Unity, Visual Scripting, C++)
- Explored gaming theories and patterns from existing games, implemented mini games to validate such patterns, and concluded solvable game design problems.
- Developed theoretical frameworks using Unity, Unity Visual Scripting, and C# for 2D platformer-style gameplay. Publish theories on Pattern Library gaming theory website for wider
- Using agile development process to managed group Trello board and broke down tasks

Northeastern University (Khoury, College of Computer Science)   Columbus, OH
Project Leader, Individual Project   January 2024 – March 2024
Game AI Pathfinding (Unreal 5, C++, Blueprint, AI, Search Algorithm)
- Implemented Dijkstra and A* algorithms in the game AI for automatic optimal pathfinding, including obstacle traversal.
- Utilized Unreal Engine and C++ to develop a 3D chase-style game, enhancing AI's visual and environmental awareness with spatial functions.

Northeastern University (College of Arts, Media, and Design)   Boston, MA
Project Leader, Group of 5   October 2023 – December 2023
Educational Game Project "Forgotten" (Unreal 5, C++, Blueprint)
- Ideated and developed an aesthetics focused educational game focusing on Alzheimer patients
- Utilized MDA design pattern and implemented MDA analysis
- Designed game mechanics reinforced by Alzheimer symptoms and composed team concept document

Northeastern University (College of Arts, Media, and Design)   Boston, MA
Student Researcher, Group of 4   September 2023 – November 2023
Video Game QA, Ten Thousand Coins: The Golden Merchant, (Likert Scale, Google Survey, Research Graph)
- Conducted comprehensive testing of all game processes and mechanics, documented potential bugs and evaluated UI/UX experiences
- Crafted a Google survey using Likert Scale, target audience for feedback.
- Organized offline and online player interviews, online playtests, collected data, analyzed with PXI equation and visualized results.

The Ohio State University (College of Computer Science and Engineering)   Columbus, OH
Student Researcher to Professor Jian, Chen, Group of 3   August 2020 – December 2020
Unity Augmented Reality Game Project (Unity, C#)
- Developed an augmented reality mobile game with Unity introducing college campus to tourists
- Utilized Maya to model a 3D NPC in game and Vuforia Engine to map models to scenes in real world

INTERNSHIP EXPERIENCE

Tencent Game   Chengdu, China
Internship (Unity, C#, Rust, Lua)   January 2023 – March 2023
- Self-taught rust programming language and Unity Machine Learning Agents
- Trained a Pac-Man NPC with Unity Machine Learning Agents
- Optimized the training speed, environment, and extracted reusable brain file
- Partook and contributed to the design of transportation simulator using A* search algorithm

ADDITIONAL INFORMATION

Interests
- Video Games, literature, Member of Northeastern University Game Science and Design Student Committee

Computer and Language Skills
- Java, Python, C#, Ruby, C++, C, Rust, SQL, JavaScript, CSS, HTML, Adobe XD, Figma, Microsoft Team, Trello, Slack, GitHub, Discord, Chinese, English, French