

# Theresa Chen

Game Producer • Game Designer

[www.tingchen.net](http://www.tingchen.net)

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- Objective** Obtain a position as a game producer / designer starting in June 2010.
- Education**
- Carnegie Mellon University, Entertainment Technology Center** Pittsburgh PA  
**MET:** Masters of Entertainment Technology  
A professional, terminal, interdisciplinary degree in entertainment technology.  
Intended Graduation Date: May 2010
- Carnegie Mellon University, School of Art** Pittsburgh, PA  
**BFA:** Bachelor of Fine Arts, focus in Electronic Time-Based Media & 2D Drawing/Painting  
Tokyo Polytechnic University, Japan – Study Abroad Spring 2007  
Graduation Date: May 2008
- Game Industry Experience**
- Assistant Producer** Jan 2010 – Present  
[Electronic Arts](#), Redwood Shores CA  
Something about RAM testing and how we use the data to influence game design decisions on various EA projects.
- Impress w/ production skills. Plan and run RAM tests to collect telemetric data
  - Analyze and collect data in to design reports to give to development studios.
- Production & Design Intern** May – Aug 2009  
[Electronic Arts](#), Redwood Shores CA  
Interdisciplinary role in the Office of the Chief Creative Officer. Created a three-month social/casual game prototype in an eight-person team.
- Designed social/casual game mechanics, user interfaces, & balanced in-game resources.
  - Led the project team during two development stages and assisted Tom Boyd in internal data and team management.
- Student Projects**
- Game Designer & Artist** Aug – Dec 2009  
[iDev](#), Redwood Shores CA  
ETC project focused on creating innovative games designed to utilize the unique interface and social features of the iPhone
- Designed the prototype *Reflection* which is being developed into a full game.
  - Created all art assets and advertisement media.
- UI Designer & Artist** Jan – May 2009  
[G.I.R.L. Tech](#), Pittsburgh PA  
ETC project promoting robotics with children and high school girls. Created a robotic installation for the Pittsburgh Children’s Museum & worked directly with girls from the YWCA & Girl Scouts.
- Designed the robotic arm installation’s interface.
  - Assisted the producer in internal data management.
- Producer, Designer, & Artist** Aug – Dec 2008  
[Building Virtual Worlds](#), Pittsburgh PA  
ETC course focused on creating virtual worlds in two-week cycles on teams of four students. Teams created five projects each in one semester.
- Held the role of designer, producer, 2D artist, 3D modeler/ animator, and texture artist on various projects.
  - *Dust Bunnies* & *God’s Own* were showcased in the 2008 BVW Show held at Carnegie Mellon for a 500+ audience.

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- Additional Experience**
- Animation Assistant, [Regenerative Medicine](#)**, Pittsburgh PA May – Aug 2008  
Using animation to teach children about modern medical science.
  - Created 3D models, animations, & dynamic effects for a 360° Full-Dome display.
- Project Leader & Artist, [Game Creation Society](#)**, Pittsburgh PA Sep 2004 – Dec 2007  
CMU undergraduate game developers club where teams created games each semester.
  - Led project development on the game titled *Slug Fest*.
  - Contributed art assets to 5 game projects.
- Events Coordinator, [Pittsburgh IGDA](#)**, Pittsburgh PA Aug – Dec 2007  
Pittsburgh's International Game Developers Association chapter.
  - Coordinated networking events for the Pittsburgh game development community.
- Lecture Coordinator, [CMU Lecture Series](#)**, Pittsburgh PA Sept – Dec 2006  
University-wide lecture series provided to CMU students, faculty, & staff.
  - Organized and headed the lecture by Scott McCloud.
- Animation Intern, [1905 Productions](#)**, Pittsburgh PA Jul – Oct 2006  
Filming a documentary on Carl Kurlander's return to the real-life "Mr. Roger's Neighborhood".
  - Created 2D characters, flyers, and pamphlets.
  - Sketched storyboards for concepts.
- Skills**
- Computer Programs:** Photoshop, Maya, Microsoft Excel, Microsoft Word, Flash, Premier, Final Cut Pro, Illustrator, After Effects, Audacity, Peak
- Art:** 3D modeling & animation, 2D animation, digital video, textures, sequential, static drawing & painting, woodshop, welding, ceramic, metalwork, foundry
- Programming Languages:** Java, Processing, Obj C
- Honors**
- EA Intern Design Contest: 1<sup>st</sup> Place** – 2009  
**IGDA GDC Scholar** – 2009  
**Wild Pockets Game Jam: 3<sup>rd</sup> Place** – 2008  
**Art Of Play Conference Presenter** – 2008  
**SURG (Small Undergraduate Research Grant)** – Spring 2008  
**Dean's List** – Fall 2005
- Additional Interests**
- Video Games, Manga, Tai Chi, Yoga, Martial Arts, Piano, Culinary, Travel