HONGYI CHEN

VEGSHARK.COM

"Smart" Chen smartchen324@gmail.com (404) 729-7415

I am a game developer and designer with a filmmaking background, dedicated to bringing cinematic aesthetics and narrative techniques into game design. By combining visual language, spatial atmosphere, and interactive mechanics, I aim to create game experiences that are both immersive and expressive.

EDUCATION

Emory University — Computer Science BS — GPA 3.92/4.0
Atlanta, GA — Media Production Minor — Class of 2027

EXPERIENCE

Emory University TReAD Lab / Unity Developer

Atlanta, GA · 10/2025 - Present

Independently developed Sky Climber, a 3D behavioral experiment investigating effort–reward trade-offs and motivation. Built experimental logic, task mechanics, and Firebase-linked data logging to support reproducible psychology research.

DiDi Global Inc. / Tech/Data Analyst Intern

Beijing, China · 5/2024 - 8/2024

Built and deployed 2 LLM-based APIs processing 10K+ freight order screenshots, automating key-information extraction. Achieved 99%+ accuracy and significantly improved processing efficiency for freight department.

PROJECTS

Polaroid of Yesterday (Indie First-Person Narrative Puzzle Game, 2026)

A photographer with dissociative amnesia uses a Polaroid camera to reconstruct forgotten memories—only to uncover the truth behind a murder his mind tried to hide.

Core Gameplay: Polaroid photography triggers puzzles and memory fragments, driving narrative exploration.
Environmental Guidance: Lighting, sound, and floating thought-text in the environment guide players to key objects.
Memory Puzzles: Fragmented memory–based interactive puzzles simulate reconstructing broken memories.
Visual Design: High-contrast monochrome scenes with live-action footage, blending reality and virtual space.

Multiverse All-Star Battlefront (AI-Driven Battle Simulation Game, 2025)

Project Leader, Designer, and Developer

Character Generation: Text-driven system where AI generates pixel-art characters, attributes, and abilities from player prompts.
Turn-Based Combat: Combat system where generated characters battle, with outcomes shown as comic-style panels.
AI Integration: AI models generate visuals and support combat simulation.

Social Battery 0%: Mask On (Narrative Stealth Card Game, Global Game Jam 2026)

Lead Designer & Developer. Designed a social battery resource system and dialogue-card mechanic, where players sneak through campus and use response cards to strategically interact with NPCs. Jury Special Award, GGJ 2026.

Cursed Stage (Halloween Immersive Experience, 2025)

Co-directed a narrative-driven haunted house experience with 30+ performers across five connected rooms in a Chinese abandoned theater setting. Created a short film as narrative backstory. The event attracted 200+ participants.

Trauma-Induced Dissociative Amnesia (Photography & Experimental Film, 2025)

Background visual project exploring themes of memory fragmentation, multiple identity, and self-perception; served as the conceptual foundation for Polaroid of Yesterday.

SKILLS

Game Design: Level Design, Narrative Design, Gameplay Mechanics
Game Development: Unity, C#, Python
Design & Creative Tools: Figma, Photoshop, Maya, Blender, Web Design
Film Production: Directing, Cinematography, DaVinci Resolve