

# Qinwen(Heather) Chen

## Game Designer

<https://www.qinwenchen.com/>  
chenheather130@gmail.com  
6267254357

### Experience

#### iQIYI / Game Operation Internship

JUN - AUG 2024

Ensured the smooth operation of games on both client and web platforms daily, including updating the latest asset packs for certain games. Reviewed newly submitted games: testing and reporting any potential bugs.

Analyzed weekly user data, including login rates, playtime, and in-game purchases.

Contributed to the design of two summer recharge rebate campaigns for the iQIYI client, aimed at attracting users to play games offered on the iQIYI platform.

#### GMTK Game Jam / UI/UX, Level Designer

JUL 2023

Collaborated with a 4-person team to develop Vnity, a 48-hour game jam project where players act as game developers, designing levels to learn about game design logic.

Led UI and level design while coordinating with remote teammates to ensure timely delivery.

The game aimed to provide insight into the game development process through interactive gameplay.

<https://soupsouppp.itch.io/vnity>

#### ArtCenter Game Jam / Level Designer

AUG 2021 - FEB 2022

Co-developed EVE, a 72-hour stealth game where players control two characters simultaneously to distract enemies and hide bodies, based on the theme "1+1=3."

Led environment and level design, created the cover page, and conducted playtesting to refine gameplay.

<https://soupsouppp.itch.io/eve>

### Education

#### ArtCenter College of Design

2020 - 2024

Bachelor of Science / Game Design

#### The New School(Parsons)

2024 - 2026

Bachelor of Fine Art / Design and Technology

### Skills & Languages

#### Skills:

Game Design, Game Operation,  
Level Design, UI/UX, User Data Analysis

Unreal, Unity, Photoshop, Procreate, Maya,  
C#, p5.js

#### Languages:

Mandarin  
English