

Jeremy Chan

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SKILLS, TECHNICAL TOOLS, & INTERESTS

- **Languages:** C#, C++/Blueprint, Python, Java, C
- **Tools:** Git, Unity, Unreal Engine, Visual Studio, VS Code, PyCharm
- **Interests:** Programming; gaming; game development; films; photography; chess; philosophy

EXPERIENCE

Blobs Games

Dec. 2024 – Present

Gameplay Programmer

San Jose, CA

- Developed **3+** games using **Unreal Engine** and **Unity**.
- Programmed non-player AI such as enemies or NPCs.
- Implemented gameplay mechanics and systems, such as player movement, tutorials, and puzzles.
- Partook in Agile methodology, including weekly sprints, Scrum meetings, and sprint reviews.

Panda Express

June 2021 – Dec. 2021

Front of House Associate and Cashier

Foster City, CA

- Collaborated with a **team of 10** to optimize guest services, enhancing customer satisfaction.
- Mentored **3 new staff members** in front-of-house operations, fostering a collaborative work environment.

EDUCATION

San Jose State University

Aug. 2023 – May 2025

BS, Computer Science

San Jose, CA

- **Activities:** Game Development Club
- **Relevant Coursework:** Computer Game Design, Game Studies, Data Structures & Algorithms, Object-oriented Programming, Linear Algebra, Calculus, Discrete Mathematics, Machine Structures

PROJECTS

Senior Discount | *Unreal Engine, Blueprint, C++*

- Programmed **enemy AI** to attack the player in a certain range.
- Developed vital game mechanics, namely player movement, level system, and tutorial system.
- Collaborated with a **team of 11** to create and design a 3D roguelike game.

Gon | *Unity, C#*

- Programmed **4 core features** for level mechanics, including jump pads, platforms, and puzzles.
- Assisted in the construction and design of **6 levels**.
- Participated with a **team of 5** to create and design a multi-dimensional game in a 12-day game jam.

Gumbrawl | *Unreal Engine, Blueprint*

- Implemented **local multiplayer** for a 3D one-versus-one game.
- Aided development of **4** different player attack types.
- Collaborated with a **team of 8** in a 2-day game jam.