

# David Chen

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## EXPERIENCE

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### Software Engineer Intern

Sept 2024 – Current

*Starward Game Studios*

- Developed and optimized 2 AI Unity-based game features for improved performance, resulting in a 20% increase in frame rate across multiple platforms.
- Refactored game code and improved modularity, reducing build times by 30% and enhancing ease of feature implementation for future updates.
- Collaborated closely with the design team for optimized user experience and game flow. Resulting in 30% increase in player experience.

### Software Engineer Fellow

June 2024 – Sept 2024

*Headstarter AI*

- Led over 5 advanced AI projects, actively participating in hackathons and boosting practical skills and innovation.
- Enhanced Python code efficiency by 20% and elevated machine learning model accuracy by 30%.
- Designed a final project with a target of 1000 active users or generating \$1000 in revenue, driving significant business impact.

### VR Software Engineer

June 2023 – May 2024

*University of Georgia*

- Developed an immersive Unity 3D VR experience, improving user engagement by 30% and team collaboration by 20%.
- Produced high-quality character models and assets using Blender, enhancing visual fidelity by 25% and reducing data collection times by 50%.

## PROJECTS

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### Meowster | Unity3D, Inworld AI

Nov 2024 – Present

- Engineered an AI Pet Copilot using **Inworld AI**, creating immersive and interactive virtual pet experiences.
- Developed dynamic behaviors and interactions, enhancing user engagement and realism in gameplay.
- Collaborated closely with designers and AI specialists to ensure seamless integration of AI into the Unity3D environment.

### Cyber Imposter: AI Among Us | Unity3D, Responsive UI Design

Sept 2024 – Present

- Designed and implemented a responsive, cross-platform UI, ensuring seamless experiences across devices.
- Optimized UI interactions and responsiveness, resulting in a **25% increase in mobile user engagement**.
- Conducted user testing to refine layouts and functionality, improving player satisfaction and usability.

### Shared Reality | Unity3D, Blender

June 2023 – May 2024

- Developed a highly immersive **VR environment**, enhancing interactivity and boosting user engagement by **40%**.
- Integrated VR controller mechanics, streamlining interactions and increasing user satisfaction by **25%**.
- Enhanced performance by reducing lag by **35%** through systematic optimization and rigorous testing.
- Collaborated with artists to create visually appealing assets in **Blender**, ensuring artistic consistency within the virtual world.

## EDUCATION

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### University of Georgia

Aug. 2020 - May 2024

*Bachelor of Science in Computer Science, GPA 3.74*

*Athens, GA*

### Georgia Institute of Technology

Currently Pursuing

*Master of Science in Computer Science*

*Atlanta, GA*

## CERTIFICATIONS

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### Supervised Machine Learning: Regression and Classification

July 2024

*Coursera*

## SKILLS

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**Languages:** Java, Python, JavaScript, HTML/CSS, C++, C#, PostgreSQL

**Frameworks:** Next.js, React, Angular, Bootstrap 5, Node.js, Flask, scikit-learn

**Developer Tools:** Git, VS Code, Visual Studio, Eclipse, AWS

**Libraries:** pandas, NumPy, Matplotlib

**Other:** Problem-Solving, Team Collaboration, Adaptability, Communication Skills, Time Management, Leadership, Software Development, REST, Video Game Development