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Timothy S. Chen

EDUCATION

Rochester Institute of Technology – *MS in Games*

Aug 2025 – present, Rochester, NY

Cumulative GPA: N/A

University Of Utah – *BS in Games*

Aug 2019 – Apr 2023, Salt Lake City, US

Cumulative GPA: 3.847 / Last 60 GPA: 3.915

EXPERIENCE

Grinding Gear Games, Remote – *Game Localization Translator*

Aug 2025 – Present

- Help localize the game “Path of Exile” and “Path of Exile 2” into Traditional Chinese.
- Include but not limit to: in-game text, patch notes, community post, and video subtitles.

River Game Studio, Taipei, Taiwan – *Game Designer*

Sep 2024 – May 2025

- Participated in an online mobile game “Pangea Odyssey”’s operation as a combat/system designer.
- Develop, release expansions and content on a 21-day schedule.

Digicentre, Taipei, Taiwan – *System/UX/Game Designer*

July 2023 – Sep 2024

- Lead design for a demo game to showcase a cloud server service.
- UX design for an in-develop dashboard service.
- System designer for both the cloud service and dashboard product.

PTW, Remote – *Game Localization Translator*

June 2022 – Aug 2023

- Localizing indie games on Steam from English to Traditional Chinese.
- Popular translated titles including games like *PlateUp!* and *TotalWar*

CHY Architecture Urban Landscape, Taipei, Taiwan – *3D modeling Intern*

June 2022 – Aug 2022

- Help modeling and render architecture projects for demonstration.

ACTIVITIES

UofU LoL Varsity, Salt Lake City – Assistant Coach

Aug 2022 – Apr 2023

- Help along other staff on coaching, strategy planning, and reviewing games at the University of Utah League of Legend Varsity Team.

UofU LoL JV, Salt Lake City – JV Coach

Aug 2021 – Feb 2022

- Coached and mentored the University of Utah League of Legend JV Team, as well as arranging practices, tournaments, and held on-campus events.

ADDITIONAL INFORMATION

- Languages: Traditional Chinese(native), English(fluent)
- Design Specialization: Gameplay, System, Narrative, Level
- Software: Unreal Engine, Unity, Figma, Python, Maya