

JIANJI CHEN

I'm Jianji, a Game Designer with a background in Master of Design (Animation, Game, and Interactive). I'm experienced in Unity (C#) and Unreal Engine 5 (Blueprints), and I specialize in gameplay and level design. Through numerous Game Jam developments and an internship in the level design team of the Starsand Island project, I've gained extensive practical experience. I'm passionate about Action, Open-World, and Life Simulation games.

Contact

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Portfolio

<https://cjgms.github.io/>

Experience

Nov 2025 - Feb 2026

Season Games (Starsand Island) | Nov 2025 - Feb 2026

Game Designer Intern

I worked as a Game Design Intern on Starsand Island, an open-world life simulation game centered around exploration, social interaction, and farming. During the development, I independently designed and implemented routine, weather-specific, and festival schedule logic for multiple NPCs based on character settings and scene flow to enhance the world's immersion and liveliness. Furthermore, I deeply participated in crafting "Beach Festival," where I utilized professional project management and cross-discipline collaboration to plan atmospheric POIs and script the climax performance tasks, successfully delivering a complete and engaging festival experience loop for the players.

Education

2025 - 2026

Master of Animation, Games, Interactivity

RMIT University

2021 - 2024

Bachelor of Digital Media Design

RMIT University

Tech Skills

- Unity & C# script
- Unreal Engine 5 & Blueprint
- Microsoft Office Suit
- Axure
- SVN & Github

- Adobe Photoshop

Personal Project

Jul - Oct 2025

Replica

Game Designer & Developer

- **Concept:** Third-person physics-based puzzle game in UE5 where players copy in-world objects (preserving state — e.g., burning crate, partially-melted ice) and paste them to solve puzzles using elemental interactions (fire, ice, wood). Its unique feature is that it can replicate the current state of an object, such as a burning wooden box or ice blocks of different scales after melting.
- **Responsibilities:** Designed and iterated the core copy-paste mechanic; built a complete 400 × 400 game level including flow, layout, puzzle design, and cinematic events.

Mar - Jun 2025

Chromatic Surge

Game Designer & Developer

- **Concept:** Top-down 3D puzzle game in Unity where players dye/bleach projectiles to activate triggers; modular design with progressive mechanic introduction and visual guidance.
- **Responsibilities:** Designed colour-transfer and dyeing mechanics; built tutorial and main levels through full production cycle (blockout → playtest → iteration).