Zhuo Chen

- Email: Alvinc0921@outlook.com
- Portfolio: AlvinChenSDesign.com
- Current country of residence: The UK

Education

Master of Biomedical Engineering (computational stream)

Imperial College London   Sept' 2019-Jul'2023

- Relevant modules taken: Artificial Intelligence, Brain Machine interfaces, Adaptive signal processing and Machine Intelligence, Computational Neuroscience, Optimisation, Image Processing, Probability and Statistics, Progamming 1,2 and 3
- Grades: First class in most signal processing and AI related courses,   68% overall

Work Experience

Producer & main game designer

Hangzhou Soda Technology Co., Ltd.   Nov' 2023-Now

- Leading the production of an action rogue-like game "Element Rum" and published a demo on Steam
- Created a dinstinctive game-play for action rogue-like games where players can build a team of characters and switch between them to create combat synergies
- Designed a game style where players need to choose between safe or risky choices with higher rewards in almost every decision making
- Designed all characters, game loops, levels, buff systems, stats and in-game economy
- Coordinated a team of 9 people, visualised design concept using AI to achieve easier communication especially for asset artists

Other Experience

Meta Platforms, lnc. funded research project:
AI decoding of biosignals for non-invasive neural interfaces

- Performed research in wrist band-based hand gesture recognition using low-density sEMG (surface Electromyography) with deep-learning
- Explored the potential applications of the gesture recognition wrist band in VR, human-machine interfaces and smart device controls

As a game player

- More than 4,000 hours of games (almost all types) played on steam, a lot more in other platforms like Riot games, Battle Net, Net Ease, etc
- Explored game design theories from videos and research papers, to understand concepts such as the difficulty curve, player progression, rewards etc...
- As a seasoned player, I have a strong player-oriented point of view in my development

Part-time project: Replay Academy (in process)

- Designed a CNN model to extract key information from League of Legends replays and generate advice for players
- The product is approved by Riot Games on the Riot Developer Portal

Finished project: Universal AI-powered aiming assist for FPS games

- Designed a CNN computer vision model to identify and locate characters in games
- The AI tool has decent classifying accuracy, but it is not sold or spread as it breaks the fair gaming environment.

Co-owner of a Bilibili (Chinese YouTube) blockchain and investment channel

- Organised online fans events and streaming activities
- The channel had 10k followers before contents related to Crypto was restricted in China

Skills

Experienced in the Godot engine, MATLAB, python and C++
Capable of using Java, Unity and Unreal engine
Fluent in English (IELTS 7.5) and native in Chinese
Capable of using Blender, AE, AI tools, Office 365, OrCAD, Canva, Photoshop, etc
Good communication skills and team-oriented personality
Transferable AI and Engineering skills