

# LEOPOLD CHEN

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## EDUCATION

### DePaul University

Master of Fine Arts, Game Design

Chicago, IL

September 2025-June 2027

### University of Southern California

Bachelor of Arts, Creative Writing

Los Angeles, CA

August 2020-May 2024

## EXPERIENCE

### Blizzard Entertainment

Irvine, CA

#### Overwatch Hero Design Intern

June 2026-September 2026

- Designed an achievement, implemented stat tracking, and wrote tooltips for Overwatch Hero "Doctrine"
- Developed a gameplay feature through design, prototyping, implementation, and playtesting that will be shipped in the future
- Designed, implemented, playtested, and iterated on a prototype Hero from the ground up
- Worked interdisciplinarily with Design, Gameplay Engineering, VFX, Audio, UI/UX and QA teams on a major gameplay system
- Playtested, gave feedback, and participated in brainstorming for unreleased in-development Heroes

### Team Torchlight

Chicago, IL

#### Lead Game Designer

September 2025-December 2025

- Conceptualize "[Fencetissimo](#)" a one button parry-based action rhythm game hybrid exhibited at MDEV 2025
- Drive and communicate the creative vision to a team of 5 people within the scope of 10 weeks of work
- Designed and balance 3 combat systems including parrying, guard meter, and enemy attack sets

### Echoes

Los Angeles, CA

#### Lead Narrative Designer, Game Designer

August 2023-May 2024

- Designed, implemented, and balanced 3 key mechanics including the dash node, item, and meta progression mechanics for [Echoes](#), a movement-based isometric Roguelike game featured at the USC Games Expo
- Conceptualized and developed 3 character sheets, 3 scripts, and callouts
- Composed breadcrumb-style descriptive "flavor text" for 26 in-game items to convey plot and worldbuilding of Echoes

### Posh Entertainment

Los Angeles, CA

#### Narrative Designer

September 2022-May 2023

- Conceptualized 6 characters and callouts for [Blindsight: War of the Wardens](#), an Action-Adventure game with 80% positive reviews on Steam
- Edited 6 documents detailing history, cultural elements, and set dressing of Blindsight's world based on playtester feedback
- Collaborated with the Narrative Lead and VA directors, and 3 voice actors to ensure narrative consistency in voiceover production

### Milestone Entertainment

Los Angeles, CA

#### Research Analyst

September 2022-November 2022

- Conducted an independent product analysis of a major AAA game title including playtesting games, progress documentation, and rewards system and game design analysis
- Produced final deliverables including a summary of business models, a comprehensive breakdown of in-game monetization mechanisms, and examples of creative design features and gameplay features supporting monetization business models

## PROFESSIONAL DEVELOPMENT

### Corpse of the Dragon Novel

Los Angeles, CA

#### Author

July 2017-June 2023

- Authored [Corpse of the Dragon](#), a 72,000 word Chinese culture and legend-inspired fantasy novel published by Black Rose Writing
- Collaborated with artists to design a cover for Corpse of the Dragon
- Leveraged social media and online content creator presence to promote Corpse of the Dragon to more than 500 followers on Twitch and Twitter

## SKILLS

Game Design, Systems Design, Narrative Design, Prototyping, Rapid Iteration, Data-Driven Game Analysis, Player Analysis, Playtesting, Feedback, Problem Solving, Time Management, Learning Agility, Flexibility, Organization, Cross-disciplinary Collaboration, Presentation, Social Media Analytics, Team Communication, Unreal Engine, Unity, C++, C#, Visual Scripting, Unreal Blueprints, Javascript, Microsoft Office 360, Google Suite, Adobe Suite, ClickUp, English (Fluent), Mandarin Chinese (Fluent)