

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

Team Torchlight Lead Game Designer	Chicago, IL September 2025-Present
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- Conceptualize “[Fencetissimo](#)” a one button parry-based action rhythm game hybrid
- Drive and communicate the creative vision to a team of 5 people within the scope of 10 weeks of work
- Designed and balances 3 combat systems including parrying, guard meter, and enemy attack sets

Echoes Lead Narrative Designer, Game Designer	Los Angeles, CA August 2023-May 2024
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- 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 Narrative Designer	Los Angeles, CA September 2022-May 2023
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- 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 Research Analyst	Los Angeles, CA September 2022-November 2022
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- 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

Twitch VTuber Content Creator	Los Angeles, CA August 2021-Present
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- Broadcast a variety of content regularly to more than 600 followers on [Twitch](#)
- Partnered with GamesCom 2024 as an official co-streamer to broadcast new game announcements
- Design VTuber avatars, thumbnails, and graphics utilizing Adobe Creative Suite and Clip Studio Paint

Corpse of the Dragon Novel Author	Los Angeles, CA July 2017-June 2023
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- 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, Game Development, Narrative Design, Quest Design, Puzzle Design, Event Design, Critical Game Analysis, Creative Writing, Problem Solving, Project Management, Strategic Thinking, Solution-Oriented Problem Solving, Time Management, Learning Agility, Flexibility, Organization, Teamwork, Content Creation, Content Planning, Graphic Design, Presenting, Social Media Analytics, Team Communication, Unity, Unreal Engine, C++, C#, Javascript, Microsoft Office 360, Google Suite, Adobe Suite, ClickUp, English (Fluent), Mandarin Chinese (Fluent), Japanese (Basic)