## Chelsea Zhang

Creative undergraduate at USC's Viterbi School of Engineering and School of Cinematic Arts. Skilled in engineering new Al-centric technologies and passionate about crafting immersive, interactive experiences through a combination of storytelling, interactive mechanics, and cutting-edge technology.

**EDUCATION** 

University of Southern California (USC)

Grad. May 2027

**EXPERIENCE** 

Foundry Six Al Engineer Intern May 2025 - August 2025 Los Angeles, CA

100 Day Siege VR Gameplay Engineer Intern

Feb 2025 - May 2025 Los Angeles, CA

Hyphenova Web Dev and Design Intern Jan 2025 - April 2025 North Hollywood, CA

Ronbow Software Engineer Intern Summer 2022 Livermore, CA

**PROJECTS** 

Drenched Gameplay Engineer May 2025 - May 2026

Unchained
Systems Engineer
Jan 2025 - May 2025

Open Your Brower
Ul Engineer
Mar 2025 - Apr 2025

LEADERSHIP

World Studio Roblox Founder Mar 2019 - Now

FashioNab PM + Co-Founder Sep 2024 - Jan 2024

Athena Hacks Head of Design Sep 2024 - Now https://chelseaz2005.github.io/ Portfolio.github.io// https://www.linkedin.com/in/ chelsea-z-0a3487227/

**B.S. Computer Science** 

Emphasis in Game Design and Development
Viterbi School of Engineering + School of Cinematic Arts
Minor in Digital Entrepreneurable

Minor in Digital Entrepreneurship

DIY tool helper, Aria. Crafted Al flow charts weekly and ensuring smooth prompting through Gemini. Redesigning the Al flow and ensure product ships through biweekly reviews with Meta. Ensure clarity of the DIY tool helper in VR usability testing and resolved bugs through Al centric tools and Unity.

czhang92@usc.edu

+1 (510) 826-9073

Partnership with Meta and engineered 3 days of gameplay in VR for new content release leading to a 70% increase in traffic across the game 100 day siege. Identified and resolved key FTUE issues through design and documentation and increased user experience metrics by 20% on Day 1. Pushed the limits of VR by putting the most units/enemies on screen.

Presented directly to CEO and CTO through mockups and protoyped designs and navigated cross-functional collaboration to ensure levels get finished for shipping

Led all the design and implementation of the Desktop brand of Hyp-TV. Crafting detailed designs and shipping the product directly to CEO for IPO. Using Frontend Dev tools like Flutterflow and Native React to make the Web3 design flow.

Designed and implemented software for sorting cabinet configurations, optimizing manufacturing processes and increased production by more than 15% and mathematical program to calculate required parts efficiently, streamlining production workflows

Team of five engineers crafting an experience that pushes the boundaries in both engineering, design, and art. Switching worlds between water and land. Implementing water mechanics through iterations and daily collaborations with cross functional teams.

Speculative project reimagining the RPG world by crafting an experience with no violence. Working with databases and ID retrievals and optimizing the systems performance and increasing frame rate by 20 fps. Implementing battle systems and working directly with lead engineer.

Figma design implemented into game & exploration of assets
Bringing USC's only game design club alive through 2D Art and
animations. C# from start to finish and collaborating through teamwork

Led a team of 4 game developers as a Lead Engineer to bring Roblox games to life with 1,000+ daily visits, showcasing consistent user engagement.

Founded a game studio, recruiting and managing modelers, animators, and builders to create high-quality game content.

Co-led a team of 4 entrepreneurs to make a product from design to the prototype stage. Managing communication between the team and effective collaboration.

Led a team of 10 designers for USC's women centric hackathon. Ensuring communication between teams and weekly sprints, scheduling meetings, and designs get shipped for each Hackathon

SKILLS

Tech Stack

C++, Python, TypeScript, JS, Swift

Cloud AWS, Docker Code

HTML/CSS, C++, C#, Git, Perforce, Unity, Unreal, ECS, MySQL, Java, Lua, Flutterflow Design

Figma, Premiere Pro, Photoshop, Framer, Protopie, Webflow

Hard Skills

Systems Design and Engineering, VR Engineering, Software Engineering, Product Design, Al design, Visual and Interaction Design, Game Design, Creative thinking, English, Mandarin

Soft Skills

Team Player, Effective Communicator, Diligent, Passionate, Creative, Leadership Abilities, Thinker