

Henry Chen

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EDUCATION

University of Texas at Austin B.S. Art and Entertainment Technologies, Concentration in Game Development | GPA: 3.8
Aug 2021 – May 2025

SKILLS

Languages: Python, C#, Java, C++

Linux / CLI: Terminal navigation, grep, cp, ls, file permissions, standard CLI utilities

AI-Assisted Dev: Claude, ChatGPT, Gemini, DeepSeek, GitHub Copilot -- prompt engineering, output evaluation, iterative debugging

Tools: Git, Xcode, Unity, Unreal Engine 5, Adobe Suite, Google Workspace

WORK EXPERIENCE

Automation Engineer, Cisco Systems, July 2026 – Present

- Build Python automation tools for mechanical design validation workflows, covering data collection, metadata management, test execution, and reporting -- improving efficiency, consistency, and traceability across hardware validation pipelines.
- Automate repetitive laboratory processes and strengthen data integrity through standardized workflows, input validation, structured records, and automated quality checks.
- Develop simulation and testing capabilities that support reliable software development without requiring continuous access to physical equipment.
- Collaborate with cross-functional hardware engineering teams to translate complex validation requirements into scalable, maintainable software solutions; troubleshoot hardware-software interactions and continuously improve usability and operational reliability.

AI Trainer Handshake AI April 2026 – Present

- Author high-complexity prompts across technical domains and evaluate model outputs for accuracy, reasoning quality, and logical consistency -- building systematic understanding of how AI tools succeed and fail.
- Identify and document systematic failure modes in generated content (logical gaps, invalid code, unnatural reasoning) and iterate on prompt structure to produce measurably better outputs.
- Apply a rigorous generate-inspect-iterate workflow to accelerate AI-assisted development: generate outputs, identify failure modes, and refine prompts or code to produce measurably better results.

Lead Game Designer and Developer, Digital Wizards Studios, Spring 2024 – Present

- Built three custom Unity Editor batch automation tools and a PostProcessBuild script that automatically injects memory configuration into Xcode builds, converting raw build data into standardized formats.
- Resolved a broadcast bug across 42 simultaneous asset trackers by diagnosing race conditions in live data synchronization, and fixed a scene-load CPU contention issue causing video freeze.
- Maintained solo development velocity across a full production cycle using AI coding tools (Claude, ChatGPT, GitHub Copilot) to generate, debug, and optimize Python and C# scripts.
- Designed and implemented structured data pipelines: PlayerPrefs-based save systems, ScriptableObject-driven economy data, and asset tracking across 42 concurrent objects.

Production Intern Blindlight LLC Fall 2024

- Maintained structured call sheets and scheduling documentation in Google Workspace for simultaneous AAA voice-over productions with Bethesda and Activision -- organizing raw logistics data into clean standardized formats for studio operations.

PROJECTS

Ranger Raccoon Health Education Game -- UT Austin SPARK Grant 2024 – Present

- Programmed minigame mechanics integrating prototype hardware with gameplay systems on a 10-member interdisciplinary team, writing C# against external hardware data inputs.
- Collaborated across engineering, health IT, and design disciplines to translate non-technical hardware requirements into functional code.

Prisoner of Light FPS Arena Shooter 2024 – Present

- Built AI-driven enemy behavior systems in Unreal Engine 5 and Unity, designing logic pipelines that process real-time game state data and output structured behavioral decisions.
- Used AI-assisted development workflows throughout (Claude, Copilot) to accelerate scripting, rapidly iterating on generated code and debugging outputs against expected behavior.