ALEXIE CHIN

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EDUCATION

RENSSELAER POLYTECHNIC INSTITUTE 								Troy, NY
B.S. Games and Simulation Arts and Sciences, Writing Concentration 			May 2025
- GPA 3.48/4.0; Rensselaer Leadership Award; Dean's Honor List, Spring 2023 – Spring 2025

EXPERIENCE

Upwork 											Remote
Freelance Writer 								March 2024 – Present
- Developed Twine prototype featuring branching narrative, chance-based outcomes, and a reputation and relationships system. Contained 6.5k words and 47 passages, exploring three in-game days
- Crafted branching dialogue trees and VA/VO lines to refine antagonist voice, adhering to the specific vocal style and performance selected by the indie game developer
- Expanded professional network within the indie game development and writing industries, providing proofreading, editing, and writing services

Franklin Templeton 									Remote
Associate Intern, Fixed Income Investment Dept 				June 2022 – July 2022
- Collaborated with other interns under the mentorship of fixed income professionals on a corporate credit deep dive with researching the fast-food industry in the face of recession and inflation and presenting the project findings
- Analyzed data and applied computational techniques to predict patterns based on company financial reports

SnapLingo 										Remote
English Tutor 							January 2017 – December 2020
- Enhanced and developed the English conversational skills of grade school Chinese youth, ages 4-15, for up to 4 hours/week
- Supplemented the course for students with varied levels of understanding, from basic to intermediate, through creative situational conversations

PROJECTS

[Phe: Desktop Pet](#) 								August 2024 – Present
- Designed and wrote over 150 unique lines of dialogue barks for Phe based on their phase-determinant personality to enrich the psychological horror aspect
- Oversaw narrative development, ensuring that specific tone was adhered to when developing the storyline
- Maintained documentation of the game design process in the game design documentation
- Presented at Rensselaer Games Showcase (2024), NY State Pavilion Booth (GDC 2025), and RPI GameFest 2025; finalist nominee for Experimental category at GameFest

[RPI Project Portfolio](#) 								August 2021 – May 2025
- Assumed the role of lead narrative designer for a collection of games created using Twine, Unity, and Unreal; developed both solo and collaborative
- Worked closely with the art, sound, and design teams in order to achieve narrative harmony for the game's vision by participating in multiple group discussions

[Bottled Up](#) 								January 2023 – April 2023
- Wrote the entire storyline in script format within Google Docs and created supplementary documents detailing the plot, characters, and initial brainstorming ideas; created the game design document
- Collaborated alongside the artists to develop how the art would reflect the themes and tone and represent the personalities of the characters
- Established and planned meeting days and deadlines with the team through Discord and Basecamp
- Drew the cover image in Sketchbook and designed other graphic elements in Canva

[ID:NULL](#) 								January 2023 – April 2023
- Created an imaginative cyberpunk inspired urban dystopian fantasy setting
- Text-based interactive narrative developed in Twine with a total of three endings, 85 passages, and 9.5k words

SKILLS

Tools: Unity, Unreal Engine, Godot, Twine, ChoiceScript, Google Workspace, Microsoft Office, Photoshop, Illustrator, InDesign, Canva, Sketchbook, Aseprite, GitHub, Perforce, Basecamp, Notion
Languages: Cantonese (Proficient), Japanese (Proficient), Mandarin (Basic)