

EDUCATION

Carnegie Mellon University, Entertainment Technology Center (ETC), Pittsburgh, PA

Master of Entertainment Technology, May 2021

Related courses: Building Virtual Worlds, Game Design, Visual Story, Improvisational Acting

New York University Shanghai, Shanghai, China

B.S. in Interactive Media Arts (IMA), May 2019 Honors: summa cum laude (GPA: 3.88/4.0)

Minor in Computer Science, Mathematics

Related courses: Kinetic Interfaces, Interaction Lab

Study Abroad: New York University, New York, NY, September 2017 – May 2018

SKILLS

- **Languages:** C#, Python, Processing (Java), HTML, CSS, JavaScript, Arduino; Mandarin, English
- **Tools:** Unity, Perforce, Adobe Suite (Premiere, Photoshop, After Effects, Audition), Final Cut Pro, Logic Pro, Maya, Microsoft Office, iWork
- **Platforms:** HTC Vive, Oculus Rift S (VR), Magic Leap (AR), Microsoft Kinect (mocap), Leap Motion, Makey Makey
- Excellent communication skills along with the ability to maintain good relations with team members

PROJECTS

Designer/Programmer, Games for Change, CMU ETC, Spring 2020 (– Present)

- A transformational experience exploring online gaming toxicity and solutions to foster more positive online spaces for Games For Change Festival in New York
- Participate in the design and creation process of the paper and digital prototypes by creating personas, iterating on the transformational framework and playtesting.

Building Virtual Worlds, CMU ETC, Fall 2019

- Built 5 immersive games on non-traditional platforms using Unity in 2-week cycles with teams of 5 members
- Created fast prototypes of virtual worlds through brainstorm iterations and communication across disciplines
- **Programmer, Heaviest Angel**
 - A two-player Kinect competitive game that showcased in a themed room in the end-of-semester festival with 100+ guests playing.
- **Programmer/Designer/Co-producer, Nian** (Chinese New Year)
 - A VR interactive experience including 3 mini-games based on Chinese New Year traditions
 - Designed and programmed the dumpling making and firework shooting mini-games and related cutscene timelines

Game Designer/Sound Designer/Audio Programmer, Overpoooped, Global Game Jam 2020, Spring 2020

- A two-player cooperative PC game created in 48 hours for Global Game Jam 2020 with a team of 6
- Brainstormed the story and designed the main gameplay of twisting joysticks
- Composed the background music using Logic Pro X and implemented audio assets into the game

WORK EXPERIENCE

Program Campaign & Design Intern, Non-Profit Incubator, Shanghai, China, October 2018 – January 2019

- Designed 15+ print and screen-based campaign materials (posters, flyers, gifs) in Adobe Photoshop and Illustrator for Bright Start program which is a career development program with 80+ undergraduate participants

Programming Tutor, Bigger Lab, Shanghai, China, Summer 2017

- Drafted course materials and taught Introduction to Python to 20 students
- Assisted high school students in Processing + Arduino creative projects
- Trained high school students with Python skills for programming projects for undergraduate school application