

## EDUCATION

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### 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

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- **Languages:** C#, C, Python, Processing (Java), HTML, CSS, JavaScript, Arduino; Mandarin, English
- **Tools:** Unity, Perforce, Adobe Suite (Premiere, Photoshop, After Effects, Audition), Final Cut Pro, Microsoft Office
- **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

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### Co-designer, Interactive Academy, CMU ETC, Fall 2020

- A highly interactive WebGL experience designed based on past *Inanimate Alice* episodes that sparks middle school students' interest in STEAM subjects.
- Designed interaction map for two game levels and introductory programming puzzles.
- Designed playtest surveys targeting middle school kids and iterated the experience based on their playtest feedback.

### Co-designer/Programmer, DTOX, CMU ETC, Spring 2020

- A live transformational experience with 100+ participants exploring online gaming toxicity and solutions to foster more positive online spaces showcased at Games for Change Festival.
- Designed and iterated on interactions and the flow of the experience.
- Helped program gameplay in Unity and phone-side UI using JavaScript.

### 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 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.

## WORK EXPERIENCE

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### Game Design Intern, Tencent, Shenzhen, China, June 2020 – August 2020

- Designed and balanced game level difficulty against player progression.
- Communicated with other designers in the team and established validation rules for configuration tables.

### 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.