

chuck, tsung-han lee.

To obtain an internship as an entertainment designer

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education

Carnegie Mellon University (CMU) | Aug 2014 - May 2016
Master of Entertainment Technology

National Tsing Hua University (NTHU) | Aug 2009 - Jun 2013
Bachelor of Science, Computer Science

design project

Project HypnosVR, CMU | Jan 2015 - May 2015

Research Designer/Co-Producer

Research into immersive VR experiences/films | Playtest and analyze viewer's feedback
Mock-up the scene in Unity for pre-visualization | Assist in stitching 360-degree videos

Building Virtual Worlds (BVW), CMU | Aug 2014 - Dec 2014

Game Designer/2D,3D Artist/Producer

A class focused on rapid prototyping using next generation technologies, such as the Oculus Rift DK2, Kinect, PS Move, Makey-Makey and Jam-O-Drum

PT Game Project, NTHU | Jun 2012 - Mar 2013

Game Designer/Programmer/Producer

A physical therapy game helps injured people
Best Choice Award for Taiwan Asus Xtion PRO Developer Challenge 2012

experience

Internship | Jul 2011 - Jun 2012

Microsoft, Retailing Sales & Marketing Department, Taiwan

Trained XBOX360 and Kinect to the sales representatives
Promoted XBOX360 and Kinect, Windows Phone, games and hardware

Military Service | Sep 2013 - Aug 2014

Garden of Hope Foundation(NGO/NPO), Taiwan

Helped disadvantaged girls and young women

Volunteering | Aug 2009 - Jan 2012

Blue Sky Club, Taiwan

Helped needy children and children in juvenile prison

programming

C#

C/C++

JAVA

Python

CSS

HTML5

JavaScript

software

Game

UDK

Unity

Art

Maya

Illustrator

Photoshop

After Effects

Film

Premiere

Autopano

Other

Perforce

Google Office Suite

Microsoft Office

language

English | *Fluent*

Chinese | *Native*

Taiwanese | *Native*