

# Jingyu Xie

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## Education

Carnegie Mellon University (CMU)  
Master of Entertainment Technology

Expected May 2024  
Pittsburgh, PA

Worcester Polytechnic Institute (WPI)  
B.S. Interactive Media and Game Development  
B.S. Computer Science

May 2022  
Worcester, MA

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## Professional Skills

- Programming: Java, Javascript, SQL, Python, C, C#, GML
  - Game Engines: Unity 2D/3D, Unreal 4, Game Maker Studio 2
  - Other Software: Adobe Photoshop, Illustrator, After Effect, Audition, Microsoft Powerpoint, Reaper
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## Game Projects

### Building Virtual Worlds

Producer | Game Designer | Sound Designer | Scripter | Voice Actor

Sep - Dec  
CMU

- In a group of five, designed and developed games on different platforms (eg. VR, AR, Eye Tracker...) with different design targets (eg. intuitive design)
- Planned game scope and managed task list for group members
- Responsible for managing playtests and iterated game mechanics based on feedbacks
- Designed sound effects, music, and story scripts for games to increase immersion

### Don't Look Back (VR horror, MQP)

Programmer | Game Designer | Sound Designer

August - December 2021  
WPI

- In a team of four, designed and developed a simulated haunted-house-themed VR horror game
- Constructed detailed mechanisms, such as the path of monster, sanity bar, signals of approaching phantom
- Developed and programmed the game on Unity 3d with XR Plug-in on Oculus platform
- Conducted Alpha test on November 19th and made adjustments in illusion logic based on test feedbacks

### 30 Days in Game (RPG adventure)

Programmer | Game Designer | Sound Designer | Scripter

July 2021  
Chengdu, China

- Independently initiated and directed the entire project, including art, UI, programming, and sound effects
- Developed and programmed the game on Game Creator with its self-contained visual coding engine
- Brainstormed background settings, general plots, main characters, and interactive scripts and dialogs
- Designed combat systems, puzzles, and "choices and consequences" system with multiple endings
- Participated in the Game Creator Competition and won a free version of Game Creator's engine

### Time Forest (Action adventure)

Programmer | Game Designer | Sound Designer | Scripter

March 2021  
Chengdu, China

- Designed game, audio, scripts, and programming on Unity in a group of five
- Devised a turn-based combat system to be more user-friendly for less experienced action game players
- Integrated classical action adventure combat mechanics, such as "push back" and "break out"
- Created interfaces with Adobe PhotoShop, and collected sound effects on freesound for implementation