Yuting Jing, Producer

Phone: +1 412-933- 9276 | Email: yutingj@andrew.cmu.edu

Portfolio: https://yutingj.myportfolio.com

Production: Scrum, Trello, Axure, Adobe XD, Visio, XMind
Programming: JavaScript, Python, JAVA, SQL, MongoDB, C#, C++, HTML, CSS
3D modeling: Autodesk Maya, Unity, Photoshop
Chinese Musicians Association Music Grading Test: Grade 10 in both keyboard and electronic organ

Education

Carnegie Mellon University (CMU)	**Pittsburgh, PA, USA**
Entertainment Technology Center (ETC)	Sep.2020 – May. 2022
Master of Entertainment Technology	

Courses: Computer Graphics, Experience Design, Visual Storytelling

Nanjing University of Information Science and Technology (NUIST)	**Nanjing, China**
Bachelor of Engineering in Software Engineering	Sep.2016 – Jun. 2020
Exchanged to Waterford Institute of Technology (WIT), Waterford, Ireland	Sep. 2019 – May.2020
First Class Honours Degree	

GPA: 4.076/5.000
Prize: NUIST President's List (0.1%), First-class Scholarship of NUIST (8%), Excellent Students Leader(5%)

Project Experience

Product Manager Intern, Interactive Entertainment Group, Tencent   May – Aug.2021
◊ Productization of technical products in game art
   ✓ GPU Light Baking Plugin: Make schemes for publishing the plugin to the online cloud service platform; Prototyping;
   ✓ Auto Skin Binding Plugin: Analyze game art workflow; Make product requirement document; Prototyping; Write user manual and version iteration specification
   ✓ Digital Art Asset Management Platform: Update product usage documentation

WanderMath, Producer, Client Project, CMU   2021
◊ Lead a five-person interdisciplinary team to build an Augmented Reality (AR) experience on Android tablet, to help 4th and 5th graders engage in open-ended math adventures.
◊ Communicate weekly with the client, Lou Karas, who is the director of The Center for Arts and Education at West Liberty University.
◊ Manage project pipeline, schedule the milestones and run playtests with teammates in different locations outside school.
◊ Design and update the project website: https://projects.etc.cmu.edu/wandermath/

Artifact Collection Application, UX/UI, Web Develop, Personal Project, WIT   2019
◊ Through analysis, design and prototyping, created a website collecting artifacts for the art lover and multi-culture lover.
◊ Used Axure to create the prototype. Used Node.js, Express.js, MongoDB to develop the backend. Use Postman to do the API test. Used Vue.js, HTML, CSS to develop the frontend. Use Cypress to do the E2E test.