

# Cheng (Orange) QI

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160 37th Ave, San Mateo, CA, 94403

Portfolio: <http://orangeqi.weebly.com/>

## EDUCATION

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Carnegie Mellon University, Pittsburgh	Masters of Entertainment Technology	Expected May 2014
Zhejiang University, Hangzhou, China	Bachelors of Engineering (Digital Media)	2008-2012
University of California, Los Angeles	Summer Sessions Student	2010

## SKILLS

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**Specialties:** Game Design, Project Management, Sound Effect Design

**Applications:** Unity, UDK, Microsoft Office, Google Docs, Logic Pro, Adobe Audition, Premiere Pro

**Platform:** iPad, Android Tablets, PC (Kinect, PS Move, MaKey MaKey)

## EXPERIENCE

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**Game Design Intern** Tencent Technology, Shanghai, China 2013

- Served on the *NBA2K Online* team, designed new features and wrote game design documents
- Communicated with players, helped designers improve user experience

**Quality Assurance Intern** Taobao Open Platform, Hangzhou, China 2011

- Monitored API calls and analyzed error data to propose plans for reducing the error rate
- Provided Chinese and English consulting services for current and prospective clients

**Director of Culture Promotion Center** Students Association for Overseas Exchange 2008-2010

- Editor in chief of the most famous magazine about overseas exchange in Zhejiang University
- Helped the association win *the award of Zhejiang University Outstanding Student Organization* (10/286) for the first time in the award history

### Volunteer Experiences

- 2011 ACM Conference on Computer Supported Cooperative Work (CSCW) volunteer
- 2008 Beijing Olympic Games volunteer

## PROJECTS

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**Producer, Sound Designer** Dealing with Bullying, ETC Silicon Valley Campus 2014

- Created an expressive artistic game to help both kids being bullied and who are bullies
- Led a team of 7 and managed the team schedule
- Designed sound effects using musical notes
- Published the game *Samsara* on both Apple Store and Google Play

**Producer, Sound Designer** Culture as Comfort, Pittsburgh 2013

- Explored the method of using digital experiences to help people be more confident in real life situations
- Led a team of 6 and collaborated with the client of Florida International University
- Held meetings and brainstorming sessions, wrote design documents and organized playtests

**Producer, Designer** Chopsticks & Push-Ups, Pittsburgh 2013

- Created a game for MaKey MaKey in a team of 5 within 20 hours
- Received the *Google Award* in Global Game Jam 2013
- 2013 *Design, Art and Technology Award* finalist

**Producer, Designer and Programmer** Building Virtual Worlds, Pittsburgh 2012

- Created 5 virtual worlds in 5 different interdisciplinary teams, finished each of the worlds within 1-3 weeks
- The world *Last Stop on the H Line* got CMU homepage coverage
- The world *Breakfast Bop It* reached semifinal in *UncommonGoods MaKey MaKey Challenge*