

EDUCATION

Carnegie Mellon University, Entertainment Technology Center (ETC), Pittsburgh, PA

Master of Entertainment Technology, May 2021

Related course: Building Virtual Worlds, Visual Story

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

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

ACADEMIC PROJECTS

Programmer/Designer/Producer, Building Virtual Worlds, CMU ETC, Fall 2019

- Built 5 immersive games/worlds on different platforms (including VR, AR) using Unity in 2-week cycles with different interdisciplinary teams of 5 members
- Created fast prototypes of virtual worlds through brainstorm iterations and communication across disciplines
- Nian (Chinese New Year), VR interactive experience using Oculus Rift S
 - Designed a VR experience consisting of 3 mini-games based on Chinese New Year traditions as a co-producer in a team containing programmers, artists and a sound designer
 - Programmed the dumpling making and firework shooting mini-games and cutscene timelines

ShadowPlay, NYU Shanghai, Spring 2019

- Solo capstone project using Processing and Microsoft Kinect
- Created an interactive sound generating experience as the capstone project where users can generate their unique music by moving bodies in front of Kinect camera and see how the sound changes according to their shadow projection on the screen

WORK EXPERIENCE

Program Campaign & Design Intern, Non-Profit Incubator, Shanghai, China, October 2018 – January 2019

- Designed 15+ print and screen-based campaign materials (posters, flyers, gifs) in Adobe Photoshop and Illustrator for Bright Start program which is a career development program with 80+ undergraduate participants.
- Worked with program manager and took charge of redesigning the visual identity of Bright Start program and developing guidelines

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

HONORS

Honorable Mention, Mathematical Contest in Modeling (MCM/ICM), USA, 2018 (top 25%)