Siyu Chen
Summer Intern, 2019

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Education

Carnegie Mellon University, Entertainment Technology Center (ETC)   Sep 2018 - May 2020 (expected)
Master of Entertainment Technology

Hong Kong Baptist University, School of Communication   Sep 2014 - May 2018
BSSC in Communication-Film and Media Arts, Minor in Computer Science

NanYang Technological University   Jun 2017- Aug 2017
Summer Exchange Student

Relevant Courses:

Object Oriented Programming, Computer Organization, Advanced Animation and Special Effects Workshop, Interface and Game Design, 3D Modeling, Texture and Rendering, Digital Animation, Character Animation, Visual Programming

Skills

IT Languages: C#, Python, Java, C/C++, Processing, P5.js

Tools: Unity, Maya, Shader Forge, Houdini, Shader Graph, Adobe Photoshop, Arnold, Substance Designer, Adobe After Effects, Adobe Illustrator, Final Cut Pro, Eclipse, Adobe Premiere

Languages: Mandarin (Native), English (Fluent), Cantonese (Daily Conversation)

Personal Projects

Developer, *Project Jointex*   Fall 2018
- Aiming at solving the incompatability FX simulation issues between Maya and Unity
- Developed a plug-in in Python to utilize Maya nCloth simulation in Unity

Developer, *Huracan Weather Simulator*   Fall 2018
- Developing a weather simulation system in Unity to support artists in environment design
- Using shaders and GPU particle systems to simulate typical weathers in different seasons
- Implemented snow shaders using tesselation and displacement mapping for interactive dynamic terrain

Academic Projects

Programmer, *Building Virtual Worlds*, ETC, CMU   Fall 2018
- Developed game mechanisms and innovative interactions through HTC Vive, Meta 2, Leap Motion and other AR/VR platforms with Unity.
- Communicated and iterated projects with artists and sound designers
- Rapid prototyping course with 5 rounds (2-3 weeks each) in total
- Learned new platforms quickly and used the specific strength of the platform to design the game
- Utilized playtesting and feedback to alter the mechanism and content of the project

Developer, *The Day*, HKBU   Summer 2018
- One-year long graphic adventure video game **solo project** on Unity
- As the designer, designed the core of the game, level design, narrative and also game flow
- As the artist, set the art style of the game, built models of main characters and the settings in Maya
- As a programmer, developed gaming mechanism using C# in Unity
- Selected to receive Young Media Artist Award - Silver Prize

Selected Extracurricular Activities

Member and Promotion Officer, Mandarin Drama Society, HKBU   Fall 2014 - Fall 2017
- Lead visual designer of promotion items and activities set-up
- In charge of plays' poster, theme and prop design

Experience

Intern Reporter, TA KUNG PAO （大公報）   Summer 2016
- Recorded and observed breakouts and innovations in technical aspects in big cities in China.