

RUI

Game
Designer

XI

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Education

Carnegie Mellon University

2020 ~ 2022

Master of Entertainment
Technology

Indiana University Bloomington

2015 ~ 2019

Bachelor of Computer
Science
Artificial Intelligence

Skills

Design

Adobe XD InDesign

Photoshop SAI2

Final Cut Pro

Audio

Logic Pro Reaper

Audition

Programming

HTML JavaScript

C/C# Java

Python Matlab

Projects



2020.9 ~ 2020.12

Building Virtual Worlds

Game Designer & Sound Designer

- Rapid game prototyping with changing teams of 4 to 5, each took 2 - 3 weeks.
- Drew gameplay graphs and documented the gameplay design.
- Designed, created and implemented sound effects by Audition, Reaper & Audacity.
- Composed and produced background music by Logic Pro.

Experience

2019.11 ~ 2020.6

NetEase AR - EZXR

Interaction Designer Internship

- Participated in the development of an AR projector device invented by EZXR.
- Enriched contents for its applications.
- Applied users research and usability test.
- Designed its back-end management website.

2019.8 ~ 2019.11

NetEase Games

Interaction designer Internship

- Worked with an interdisciplinary team developing a mobile game.
- Designed and drew its UX & UI graphs.

Activities

2016 ~ 2019

Blazors Video Studio

Vice President and Co-Founder

Was the vice president of Blazors Art Club of Indiana University and founded the video studio under its name. Was in the final list of CampusMovieFest 2016. Was invited to make advertising videos by IUCSSA and X Power dance club.

2015 ~ 2019

Jellyfish & Crane Band

Leading Guitarist and Co-Founder

Produced music works that have been being played over 40000 times. Was officially invited by Indiana University to perform for activities like Autumn Fest or Late Night Show, and once by Dunkirk music house at Bloomington IN.