

# SY SUO

## Producer Project Coordination

### Contact:

+1.929.969.3104

yuansysuo@hotmail.com

SY-CRT.COM

With 3 years of project management experience, I possess exceptional cross-team and cross-discipline communication skills coupled with strong project management capabilities. I skillfully use tools like Trello, Monday, Office Suite to plan, schedule, mitigate risks, and execute projects, ensuring success in both creative and implementation phases.

## EDUCATION

- 2022 - Present  
Pittsburgh, PA  
**Carnegie Mellon University**  
Master of Entertainment Technology (M.E.T.)
- 2018 - 2021  
Los Angeles, CA  
**University of Southern California**  
Fine Arts (B.A.), Game Design (Minor).

## SKILLS

- 2D:** Photoshop, Premiere Pro, After Effects, Illustrator, InDesign  
**Coordination:** Trello, Google Drive, Microsoft Office Suite, Monday  
**3D:** Unity, Unreal Engine 4, Blender  
**Languages:** Bilingual fluency in English & Chinese (and some dialects)

## WORK EXPERIENCE

- 2023 - Present  
Pittsburgh, PA  
**Carnegie Mellon University : Building Virtual World (BVW)**  
**Head Teaching Assistant**  
Leading 13 Teaching Assistants (TAs) with a co-Head TA to support 74 Masters' students over 15 weeks. Coordinating and mentor 15 cross-disciplined teams to produce 60 unique games. Planning and hosting role-specific workshops to assist the learning students, closing the gap between the less-experienced students with the advanced ones, facilitating the teams' development process. Hosting production roundtables and retrospective sessions to provide mentorship and support for the teams' producers.
- 2023 - Present  
Pittsburgh, PA  
**Mississippi John Hurt Museum Installation**  
**Producer, Designer**  
Building an educational and interactive experience for the Mississippi John Hurt Museum. I am responsible to communicate with Clients and Scholars, to coordinate the project from design to prototype, and eventually to physical fabrication and installation, and to maintain the scope of the project managing potential risks, making month plan and milestones.
- 2023 Jun - Aug  
Pittsburgh, PA  
**National High School Game Academy**  
**Production Instructor**  
Teaching 86 highschool students about what it means to be a producer in the game development process. The designed curriculum contains a set of 70-minute-long courses about effective communication, scope control, management methodologies, etc. During their 3-week-long game development process, I also checked in closely with teams and helped them navigate team dynamic/production issues.
- 2023 Jan - May  
Pittsburgh, PA  
**Dynamic Luminescence**  
**Producer, Designer**  
Working with artist Mikael Owunna to create a tool that projects live-interactive visual treatments over 4 performers' bodies. In this project, I gather design problems and provide creative solutions, and host regular meetings among the team, the client, and faculty advisors. I maintain the scope of the project, making monthly plans, organizing backlogs, and tracking weekly sprints.
- 2022 Dec -  
2023 Mar  
Pittsburgh, PA  
**YettiBebbis: A Puppet In A Cult**  
**Producer**  
A PC interactive experience and a part of the 2023 GDC Alt.Ctrl Collection, which celebrates games with unique and alternative controllers. The player uses a unique, custom-built wire interface to control a virtual puppet at their fingertips to help the puppet to blend into a cult. I'm the Producer of this project and I manage the scope, set up project metrics, develop creative design solutions, distribute communication, host frequent playtests.
- 2021 Jun - Nov  
Shanghai, CN  
**Shanghai Disney Resort: TRON Lightcycle Power Run**  
**Attraction Operator**  
Managing guest flow and operating the attraction ride. Acquired in-depth, personal knowledge of behind-the-scenes operations and design considerations of a major theme park attraction.