# Tingru(Tina) Lian

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## Educational Background

**Carnegie Mellon University**                                         Aug 2022 - May 2024

*Master of Entertainment Technology*

My major focused on visual storytelling, interdisciplinary project development, and guest experience in theme park design.

**Boston University**                                                    Sep 2018 - May 2022

*BS in Computer Engineering, BA in Psychology   CE Concentration: Machine Learning and Technology Innovation*

## Project experience

**Educational Platform for picoCTF Cybersecurity Competition**            Aug 2023 - Dec 2023

**Producer and Programmer**

- Served as primary liaison between CyLab client teams and developers to deliver an educational, web-based game
- Led development, fusing cybersecurity concepts and compelling storylines to enhance educational value and user engagement
- Coordinated multi-disciplinary team to ensure functional game modules. Iterating to meet client expectation

**Rebuild Liubo Research and Development Project**                       Jan 2023 - May 2023

**Producer and Programmer**

- Manage the team to rebuild Liubo, an ancient Chinese board game from 500 BC to 500 AD, had its rules lost over time.
- Ensured on-time delivery, meeting both team and client expectations, using Unity Engine and C# programming language
- Conducted research from ancient Chinese texts, artifacts, and archaeological records
- Recreate the ancient game while infusing our own interpretation, balancing historical accuracy with innovative elements
- Published on itcoh.co. Presented Generation Analog 2023.

**Building Virtual Worlds**                                             Aug 2022 - Dec 2022

**Producer and Programmer**

- Led VR world creation cycles using Quest 2 AR/VR, Quest Pro, and 3D Ruddler, focusing on unique themes
- Wrote planning documents, aligning team efforts with design goals. Track the project development process
- Coordinated multi-disciplinary teams. Conducted and took notes during playtests to refine gameplay, iterated based on feedback
- Utilized the Unity XR open source framework MRTK plug-in etc
- Delivered 5 distinct games on time, managing scope across 5 different teams during rapid 2-3 week production cycles

## Internship Experience

**Perfect World Co., Ltd.**                                             May 2023 - Aug 2023

**Product Manager Intern**

- Assisted with product manager in designing product details on AI software product
- Authored product design documents and user manuals to enhance product requirements and user experience
- Timely communicate among tech, UI, and QA teams, expediting deliverables and ensuring product stability
- Conducted market research and competitive analysis to refine product features.

**BrainCo**                                                            Sep 2020 - Jan 2021

**Assistant to the Director of Prosthetic Products Intern**

- Conducted user research to gather data for product optimization, using surveys, interviews, and field visits
- Analyzed research data and communicated key findings to the tech team for iterative improvement
- Performed market research on competitors and industry trends, aiding in strategic planning and product positioning
- Assisted product director in defining product specifications and sturcturing the production process
- Compiled the training process for bionic hand assembly

## Skills

**Professional Certificate:** PSI CHI  International honor society in Psychology

EEE-HKN  International honor society of the Institute of Electrical and Electronics Engineers

**Technical Skills:** Microsoft Office Suite, Agile Methodology. Proficient in using MATLAB, Python, C #, Unity.

**Language:** Proficient in Mandarin Chinese and English

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