

Weilin Yuan

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EDUCATION

Carnegie Mellon University

Master of Entertainment Technology

Tsinghua University

Bachelor of Engineering in Environmental Engineering

Pittsburgh, PA

August 2021 – Present

Beijing, China

August 2015 – June 2020

SKILLS

Programming: Unity | C# | Perforce | Git | Python

UI Design: Figma | After Effect | Photoshop | Illustrator | Sketch

Language: English (professional working proficiency) | Chinese (Native)

PROJECT EXPERIENCE

Shapetopia: the Digital Card Game

UI Programmer, Game Designer

Pittsburgh, PA

January 2022 – Present

- Design the core gameplay loop, tutorials, and 40+ cards' contents.
- Work with the UI artists to build the UI in Unity, including responsive hovers, collection pages and feedback animations.
- Create one-page design documents about game mechanics, cards, and game overview.

Building Virtual World

Producer, Content Designer, Sound Designer

Pittsburgh, PA

September 2021 – December 2021

- Collaborated with students of different disciplines to rapidly build five games during two-week sprints.
- Organized playtesting sessions for each game and analyse the feedback to guide iteration.
- Managed schedule and communication meanwhile maintaining the high morale of the team.

Broken Mirror

Game Designer, 2D VFX Designer, Programmer

Guangdong, China

July 2019 – August 2019

- Designed an asymmetry 2-player rogue-like co-op gameplay that won "Best Game Design" in the company.
- Wrote the worldbuilding documentation and game flow documentation.
- Created all the 2D VFX using After Effect and procreate.
- Built the weapon system in Unity including 3 kinds of weapons that the player can choose from.

Hover in the Darkness

Personal Project

Beijing, China

February 2020 – April 2020

- Conducted background research and interviews to gather information about people's imagination of sound.
- Executed tests on people's reflection time and shooting angle deviation then analyzed the results.
- Designed the game flow and the high fidelity interface using Figma.
- Implemented using gyroscope as input of walking and shooting directions, using the degree of concentration as input of movement speed via brain-computer interface device in Unity.

WORK EXPERIENCE

Seasun Inc.

Game Design Intern

Guangdong, China

July 2019 – August 2019

- Collaborated with designers, artists, and programmers.
- Attended company-wide professional development opportunities.

Georgia Institute of Technology

Lab Research Intern

Atlanta, GA

August 2018 – October 2018

- Experimented with 50+ materials' absorbency, analyzed data using R, and wrote thorough reports.

AWARD

- First Penguin Award by Entertainment Technology Center of Carnegie Mellon University (1%) *December 2021*
- First Prize of China International "Internet plus" College Students Innovation and Entrepreneurship Competition in Beijing Division (Top 1%) *October 2020*
- First Prize of Tsinghua Alumni Innovation, Entrepreneurship Competition (Top 2%) *October 2020*
- Best Game Design Award by Seasun Games Inc. *August 2019*
- Third Prize in Tencent Sci-Fi Writing Contest *December 2018*