Xiaoying Meng

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Pittsburgh, PA 15217

Game Design Experience

Building Visual World
Entertainment Technology Center | Fall 2021

- Designed game narrative and mechanics with AR, VR and Tobii Eyetracker in one to two weeks timeframe.
- Modeled, textured and animated art assets for game development.
- Facilitated the playtesting of game prototypes and utilized Alpha/Beta feedback processing to further game development.

Independent Study
Human-Computer Interaction Institute | Fall 2020

- Generated ideas for interactive narrative game plots, scenarios, decision points, and characters.
- Utilized prior research and techniques on implicit bias and microaggressions to guarantee subject matter would be accessible to all users.
- Engaged in discussions on how to best take advantage of gaming as a medium to promote societal change.
- Prototyped a playable digital interactive narrative game about Implicit Bias and Microaggressions including storyline and illustration.

Lynnette | Research Assistant
Human-Computer Interaction Institute | Fall 2020 - Current

- Analyzed existing tutoring system with EDGE game framework.
- Brainstormed solutions to gamify tutoring system for middle school students with drag-and-drop equation solving.
- Created storylines and illustrations to engage student interest in tutoring system.
- Led discussions on art direction and narrative development with team members.

Design Educational Games
Human Computer Interaction Institute | Spring 2020

- Prototyped multiple educational games centered around teaching history.
- Designed the game *Terracotta Army*, teaching m–ilitary strategies, and Chinese history and culture.
- Collected data and conducted cognitive task analyses from human participants for early game development.
- Critiqued educational games using the EDGE game framework with audio/video presentations.

Education

Master of Entertainment Technology
Carnegie Mellon University
2021-2023
Pittsburgh, PA

B.A. in Architecture
Human-Computer Interaction Minor
Carnegie Mellon University
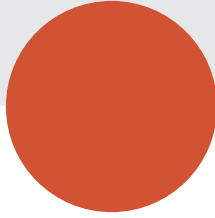2016-2020
Pittsburgh, PA

Skills

Design
Adobe Creative Suite
Procreate
Figma
Premiere Pro
Rhinoceros + Vray
Maya

Development
Javascript
Java
Unity

Language
Japanese
English
Chinese

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Cognitive Development Lab | Research Assistant
Department of Psychology | Summer 2020 - Fall 2020

- Designed stimuli and narratives for cognitive testing to gamify the experience for child participants.
- Inspected and troubleshot experiment data output and programmed experiment designs to meet the goals of ongoing research projects.
- Researched and advised on web experiment development platforms and software.
- Communicated and coordinated with team members from multiple disciplinary backgrounds on graphic design.

General Design Experience

Lunar Gala Fashion Show | Individual Designer
Carnegie Mellon University | 2019-2020

- Designed and fabricated two lines for CMU annual fashion show.
- *Reborn,* utilized fabric scraps from local designers for environmentally friendly fashion.
- *Lifeline*, handknitted yarn clothing meant to reinforce themes of security and comfort.
- Collaborated with production designers to create visual and audio effects.

WAU Design | Architecture & Digital Experience Design Intern
 Shenzhen, China | Summer 2018

- Conducted site research and studies to aid the design process.
- Assisted in conceptual design and prototyped spatial experience through physical and digital modeling.

CMU Summit on us-china Innovation and Entrepreneurship | Graphic Designer
Carnegie Mellon University | 2017

- Designed brochure and marketing material introducing speakers and events for CMU annual summit.

Extracurricular

Dancer's symposium & KPDC | Dancer
Carnegie Mellon University | 2017-Current

- Participated in regular dance practice and performed in yearly dance show.