

## Education

**Carnegie Mellon University, Entertainment Technology Center (ETC)** Sep 2019 - May 2021(expected)  
Master of Entertainment Technology

**North China University of Technology, School of Computer Science** Sep 2015 - June 2019  
Bachelor of Digital Media

### Relevant Courses:

3D Game Programming, Computer Networks, Digital Media Design, Virtual Reality, Computer Graphics, Image Processing Technology, Fundamental of Digital Art

## Skills

**Tools:** Blender, Maya, ZBrush, Substance Painter, Unity, Unreal Engine, Adobe Photoshop, Adobe After Effects, Sony Vegas.

**Languages:** C#, Java, C/C++

## Academic Projects

**Artist** *Building Virtual Worlds*, ETC, CMU Fall 2019

- Designed and modeled unique environment and characters for each virtual worlds that created for HTC Vive, Leap Motion and other AR/VR platforms.
- Communicated and iterated projects with programmers and sound designers.
- Rapid prototyping with each round.
- Utilized playtesting and feedback to alter the content of the projects.

**Producer, 3D Artist** *Ji SHOU*, NCUT Summer 2018

- Designed the basic gameplay mechanic of a mobile game about Ji Shou, creatures from traditional Chinese culture.
- Searched about historical records about Ji Shou, studied it through related journals and articles and designed the characters based on research.
- Used quantitative analysis method to collect playtest feedback to determine the theme of the game.

**Game Designer, Environment Artist** *Space Dancer*, Centre for Digital Media Spring 2018

- Designed a VR music dancing game in 2 days with 3 given keyword: Space, Dance, Music.
- Created the stylized environment assets and built up the virtual world in Unity that fits the theme.
- Cooperated with 3 teammates the the prototype of the game.

**Project Manager, 3D Artist** *Star Gazer*, Centre for Digital Media Spring 2018

- Designed a AR game based on HoloLens about exploring in the space, gathering resources and creating planets.
- Designed and modeled meteorites, rocks, and other different kinds of resources and planets.
- Cooperated with teammates and utilized various of techniques to iterate the project.
- Organized and scheduled the process of the project.