# YUMENG WEI   PROGRAMMER

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## EDUCATION

**Carnegie Mellon University (CMU)**                                       Pittsburgh, PA
Master of Entertainment technology                                        Expected May 2024
**University of Illinois at Chicago**                                      Chicago, IL
Master of Business Administration                                         June 2022
**The Ohio State University (OSU)**                                        Columbus, OH
Bachelor of Science in Computer Science and Engineering                   Dec 2019
   *Specialization: Computer Graphics and Game Design*

## SKILLS

**Technical Skills:**
Software: Linux, Photoshop, Microsoft Visual Studio, Eclipse, SolidWorks, Unity, MonoGame, MATLAB
Languages: C#, C++, C, Java, HTML, XMLR, MASM, Python, R Studio, SQL

## PROJECT EXPERIENCE

**Build Virtual World**                                                   **CMU** Project Course
Programmer| Producer| Designer                                            Sept 2022 – Dec 2022
- Use different platforms (VR, eye tracker, makey-makey, etc.) to create world, tell stories, play games, and otherwise entertain the live audience.
- Designed and programmed 2D, 3D, VR based games by C# in the Unity engine in different rounds.
- Communicate and corporate with different teammates who roles as artists and sound designers.

**TendoSoSoft: Framework of Immerse Virtual Environments (FIVE)**         **OSU** Capstone
Programmer | Producer | Designer                                          Aug 2019 – Dec 2019
- Winner of Most Technical Game & Most Creative Game
- Designed and programmed a 3D survival game as the capstone project by C# in the Unity 3D engine
- Formulated the game process and created Android World Script Language for players to control robots, upgraded itself by collecting items from the desert, and survived in an abandoned city

**Super Mario Refactored**                                                **OSU** Project
Programmer                                                                Jun 2018 – Aug 2018
- Used C# in MonoGame including collision system, sprite making and object class building to recreate Super Mario based on patterns and code quality to lower coupling and higher cohesion

**The Funeral of Stars: Mobile Game Design and Publish**                  **Internship** Project
Lead Programmer| Designer| Producer                                       Jul 2017 – Aug 2017
- Won School-level No.1 and Top 3/523 in Shandong Province.
- Cooperated with 4 artists, 2 designers, and 5 programmers to create a side-scrolling mobile game, used C# in Unity 3D including inventory and shop system, character stats, and item attributes system
- Resolved conflicts between user goals and business goals while creating the games by thinking like a player, also helped with problems other programmers met

## WORK EXPERIENCE

**Bangtech. LLC**                                                         Beijing, China
Software Engineer                                                         Jan 2020 – Jan 2021
- Developed automation software to improve work efficiency and wrote documentations for user manual and test applications for department's reference
- Supported department with accurate data and analysis, established and maintained data library

**Tuansbook LLC**                                                         Shandong, China
Software Engineer Intern                                                  May 2017 – Aug 2017
- Served as a member of the 3D game project team to develop game features for business needs and assisted other project team members in completing ad-hoc duties
- Supported to debug software-related problems of the game