

Zhiying (Selena) Guan

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<https://ikiteisland.cargo.site/> Pittsburgh, PA

EDUCATION

Carnegie Mellon University, Entertainment Technology Center, Pittsburgh, PA 2023 – 2025

Master in Entertainment Technology

University of California, San Diego, CA 2019 – 2023

B.S. in Applied Math

B.A. in Interdisciplinary of Computing the Arts

SKILLS

Programming: Java, Python, JavaScript, C, C#, C++, HTML, CSS, Node.js, SQL, P5.js, Processing, MatLab, R, Arduino

Technologies/Environments: Unity/ Unreal Engine 5/ Blender/ZBrush/Modo/Blender/ Cinema4D/Arduino/ Microsoft office suite/
Adobe: ID, PS, AI, Lr, Pr/ Final Cut/ Pure Data/ Ableton

Languages: English, Mandarin, Spanish

PROJECTS

Building Virtual World Sep 2023 – present

- Programmer and producer for five-person cross-discipline teams that developed virtual and augmented reality experiences in two-week design sprints.
- Prototyped "worlds" quickly using peer feedback to iterate for various platforms (**Unity, Oculus Quest 2, HTC Vive, API, Arduino**)

The Invisible One, Game Design Apr 2023 – June 2023

- Created a multiplayer game using **Java and Java script** with 3D modeling skills using **Blender**.

Return, Game Design Jan 2023 – June 2023

- Designed immersive experience game related to depression using **Unity** with **Arduino** to cooperate **arcade joystick** and 3D modeling using **Blender**.

Immersive Shopping, Game Design Oct 2022 – Jan 2023

- Developed immersive experience of shopping in the Forbidden City using **Unity and Unreal Engine 5**; 3D modeling using **Modo and Cinema4D**.

The Perfect Match, Game Design Oct 2022 – Jan 2023

- Created a **card game** to examine emotional change related to dating app usage and inaccurate inputs.

The Shadow Monster Within, AR Aug 2022 – Oct 2023

- Created unique AR shadow monster for each one of the users as an accompany for people with face blindness using **Unity**.

TEA @ UC San Diego (Themed Entertainment Association) San Diego

Prop, Graphic designer, Graphic Lead Jan 2020 – June 2023

- Analyzed survey of users' experience to design large-scale Halloween mazes.
- Design Posters, LOGO, maze ICON, scenes, and props through **Photoshop, InDesign, Procreate, and CAD**.
- Helped increase funding from \$17,000 in previous years to \$24,000. Increased entertainment activities participation by 2000+ people.

International Symposium on Electronic Art (ISEA)'s Archive June 2022 – June 2023

Editor and Developer

- Data entry and editorial: supported co-directors by adding and changing information in the new archive. Completed proof-reading and research as well as publishing WordPress environment.
- Enhanced the custom-built WordPress environment using **HTML, CSS, and PHP**.

WORK EXPERIENCES

ComputingPaths — UCSD CSE Department June 2022 – June 2023

Student Ambassador and Developer

- Networked with campus student organizations and departments to source content for the site, interviewed students, faculty, and alumni.
- Researched student motivations for choosing majors to assist greater UCSD community in selecting majors and finding resources incorporated into website.