WEIDI TANG

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EDUCATION

Carnegie Mellon University   05/2020
Entertainment Technology Center (ETC)
Pittsburgh, PA
Master of Entertainment Technology

Drexel University   06/2018
Philadelphia, PA
BS in Game Art and Production

Relevant Coursework:
Computer Graphics
Computer Graphics Imagery
Computer Programming
Spatial Data Capture
Experimental Games
Location based Entertainment
Animation

SKILLS

Programming
C#, C++

Software
Unity, Maya, Mudbox, Photoshop
Illustrator, Indesign, After Effect

Language
Fluent Mandarin

AWARD AND ACTIVITIES

Entrepreneurial Game Studio
          Drexel University   09/2016-06/2018

Design for Media Excelence Award
          Drexel University   04/2016

EMPLOYMENT

Erin Solovey   04/2017-09/2017
Human-Computer Interaction Research Assitant
Drexel University, Philadelphia, PA

Created programs and applications in *Unity* that helped researchers
Designed the lab promo materials such as logos and posters

fNIRS Visualization   04/2017-06/2017
- Designed and built a cubes visualization for brain activities in *Unity*
- Helped showcase graphical feelings of testers' brain activities movement

Visual Agent Project   08/2017-12/2017
- Animated visual agents in *Maya*
- Set up visual agents project in *Unity* to helped visual agents researchers

Intelligent Tutor System Agent   07/2017-08/2017
- Designed and animated a pixel style character in *Photoshop*
- Helped intelligent tutor system researches

ACADEMIC PROJECTS

One Small Act, CMU, Children's Museum of Pittsburgh   01/2019 - Now
Programmer / Artist / Designer
- Design and make an interactive installation for kids to practise kindness
as a learning process by moving a huge physical umbrella prop to shelter
animals from rains in digital space
- Code the software using *Unity* in C#
- Animate animal characters in Maya and implement into *Unity*

Building Virtual Worlds (BVW), ETC   Fall 2018
- Five rounds of two-week project in a group of five or four students of
different backgrounds and skillsets
- Designed and developed "virtual worlds" to working prototypes using
emerging technologies such as Meta II/HTC Vive/Kinets II/CAVE/Jam-O-Drum

Producer/Artist / Designer
- Managed the developing process and lead discussions
- Modeled and animated game assets by *Maya* and implement into *Unity*
- Animated the cutscenes by *Unity* for all 5 round worlds
- Created magical particle effects for round 4 world "Merlin's Beard"
and cartoony particale effects for round 5 world "Caffeine High" by *Unity*

In a Grove, Drexel University   09/2017-06/2018
Project Manager/Programming Lead
- Designed and made a 2D mobile narrative in a group of six
- Managed the time, taskes, process and lead the discussions
- Developed the game in *Unity*