

DARYL CHOA

EXPERIENCE DESIGNER

darylchoa@gmail.com
617.460.6681
www.darylchoa.com

OBJECTIVE

Seeking opportunity to design transformational interactive experiences.

EDUCATION

ENTERTAINMENT TECHNOLOGY CENTER (ETC), CARNEGIE MELLON UNIVERSITY / MAY 2020

Master of Entertainment Technology

MASSACHUSETTS COLLEGE OF ART / SEP 2017 – DEC 2017

UMASS AMHERST / MAY 2015

Bachelor of Science in Biology and Psychology, *magna cum laude*, 3.9/4.0

- Commonwealth Honors College Scholar with Greatest Distinction in Multidisciplinary Honors
- College of Natural Sciences Dean's List

RELEVANT COURSEWORK

- Experience Design
- Designing Interactive Experiences
- Building Virtual Worlds
- Visual Storytelling
- Educational Psychology
- Social Psychology
- Behavioral Neuroscience

SKILLS

ILLUSTRATOR	INVISION
PHOTOSHOP	MAYA
PREMIERE	HTML/CSS
AFTER EFFECTS	PROTOTYPING
XD	USER TESTING

EXPERIENCE

TECHTILE / PITTSBURGH, PA / SEP 2019 – CURRENT

Co-Producer & Experience Designer: Pitch project to fabricate an interactive installation powered by play, to foster player agency within the MuseumLab community. Responsibilities include research, concept development, UX design, fabrication, prototyping, playtesting, and project management.

TWO BIT CIRCUS FOUNDATION / LA, CA / JUN 2019 – AUG 2019

Intern: Reimagined old school carnival games with new technology to engage students in STEAM learning. Designed and fabricated traveling activations to be showcased at future STEAM Carnivals.

ONE SMALL ACT / PITTSBURGH, PA / JAN 2019 – MAY 2019

Experience Designer: Collaboration between the Entertainment Technology Center and the Children's Museum of Pittsburgh to develop an interactive experience to practice kindness. Responsibilities included behavioral research, content development, UX design, prototyping, playtesting, and documentation.

NOVA / BOSTON, MA / SEP 2015 – JUN 2018

Production Assistant: Developed digital educator resources for PBS LearningMedia; scheduled content for NOVA Education's social media channels; created monthly newsletter and promotional materials.

CaféSci Boston Host: Organized and hosted local science café.

Internship Coordinator: Recruited diverse student talent and developed internship program.

PROJECTS

EXPERIENCE DESIGN / ETC / JAN 2019 – MAY 2019

Designed six interactive user-based experiences to explore projection mapping, DMX lighting, pre-built sets, multi-user cooperative experiences, themed interfacing, and single-user puzzle based experiences.

BUILDING VIRTUAL WORLDS / ETC / SEP 2018 – DEC 2018

Designed five original virtual worlds in interdisciplinary teams, in two week design sprints.

Platforms: HTC Vive, Meta II, Phidgets, and Kinect.

Contributions: Modeled 3D characters and environments, designed gameplay and user flow, playtest and evaluation.

AWARDS

CREATIVE GOOD FUND / ETC / JUN 2019 – AUG 2019

Awarded scholarship to support internship experience with non-profit organization of my choice. Worked with Two Bit Circus Foundation.