

Wei Guo

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EDUCATION

Carnegie Mellon University,
Entertainment Technology Center, Pittsburgh, PA
Masters of Entertainment Technology

Expected Spring 2015

University of Science and Technology of China (USTC), Hefei, China
Bachelor of Computer Science and Technology

Spring 2013

SKILLS

Programming Languages: C/C++, Java, Action Script, C#, Game Maker Language, SQL, HTML

Operating Systems: Windows XP/Vista/7, Linux Ubuntu

Applications: Microsoft Visual Studio, Unity3D, Gamemaker, Microsoft Office, Adobe Flash CS6, Adobe Audition CS6, Adobe Premiere CS6, Matlab, Perforce

PROJECTS

Building Virtual Worlds, ETC, Pittsburgh

Fall 2013

- Participated in the design and creation of five virtual worlds, in which each project is completed in a period of only three weeks, involving a team of five people.
- Participated in programming, game design, and sound design.
- Maintained strong team dynamics among individuals from diverse backgrounds and varied creative perspectives

9th day, Personal project

2012-2013

- Worked in a team to create an adventure game which tells a visual story.
- Contributed to programming using Kirikiri and sound design.

Touhou Extra Stage, Personal project

2010-2011

- Designed and developed a 2D shooting game using Gamemaker, with a completed stage and original music.

ACTIVITIES

Global Game Jam, Pittsburgh, PA

Spring 2014

- Designed and developed a game using Unity3D in 48 hours in a team of 6.
- Participated in programming, game design and sound design.
- Won the audience choice award.

Shanghai Game Jam, Shanghai, China

Fall 2011

- Designed and developed a game using Gamemaker in 48 hours in a team of 2.
- Participated in programming, game design, 2D art and sound design.