

Wei-Lin Yu,

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Education

Carnegie Mellon University, Entertainment Technology Center (ETC). Master of Entertainment Technology	Pittsburgh, USA 08.2018 - 05.2020
Waseda University, School of International Liberal Studies B.A. in International Liberal Studies	Tokyo, Japan 09.2010 - 09.2014
Jean Moulin University (Lyon 3) D.E.U.F. Student Exchange Program <i>Relevant courses: Building Virtual World, Media and Communication, Business, Creative Writing</i>	Lyon, France 09.2012 - 06.2013

Work Experience

Business Developer , WeGames Corporation, Taiwan <ul style="list-style-type: none">Facilitated platform (Google Play, Apple) relations and found ways for cooperation to drive more users.Successfully partnered with Google Play and received 10+ key features/promotion on platform in 2 years.Streamlined all communications with Japanese partners.Coordinated with cross-functional teams (Publishing, PR, Game-testing) and oversaw title launches.	08.2015 - 10.2017
Business Developer , Wayi International Digital Entertainment, Taiwan <ul style="list-style-type: none">Evaluated the trends of best-selling games in the market.Maintained partner relations. (15+ Japanese game developers)Explored license-in business of foreign mobile games.	11.2014 - 06.2015
Summer Internship , MEC TAIWAN, Taiwan <ul style="list-style-type: none">Collected information and manage image database for targeted project.Assisted with media plan and timeline.	08.2013 - 09.2013

Academic Project

Producer and Sound Designer, Building Virtual World (Course Project), ETC, CMU <ul style="list-style-type: none">Streamlined group communications and ensure that all teammates were on the project's status.Utilized brainstorming and Agile development for a 2-week rapid implementation project per round, 5 round in total.Designed sound effect and background music in VR/AR experience of storytelling and games.	Fall, 2018
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Skills

Language: Mandarin (native), English (business level), Japanese (business level), Korean (basic)
Software: Microsoft Office Excel, Word, Adobe Photoshop, Clip Studio Paint, Logic Pro