

## Working Experience

### Digital Product Development Intern

July - Nov 2022

Nike Greater China HQ

- Developed Nike App and Nike website membership features such as user avatar customizations, member benefits and virtual interactive experiences **using C++**.
- Help improve Nike's digital ecosystem by rapidly prototyping and exploring multiple solutions. Routinely performed testing on code and software prior to final production.

### HMI Development Intern

March - June 2022

Accenture

- Worked on a team that develops automotive Human Machine Interface (HMIs) for BYD Company. Implemented part of the **infotainment operating system using C++**.
- Worked with cross-disciplinary teams to come up with the best solutions and identify design requirements that meets the client's expectation.

### Game Programmer

Nov 2021 - Feb 2022

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Animation and Digital Entertainment Lab / Immersive Simulation Lab, Tongji University

- Developed a 2-player **VR** adventure game experience about exploring Mariana for Yichang Aquarium, utilizing **interactive somatosensory technology**.
- Implemented game mechanics using **C++ and UE5**.
- This game experience became popular with visitors of Yichang Aquarium.

### Programmer, Technical Designer

Aug - Nov 2021

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Limage Studio & Tongji University Future Lab

- Created a real-time interactive performance for the "15° Jieni Wan's Piano and Digital Image" musical concert as a "Video Jockey", using motion capture and 3D scanning.
- Developed multimedia experiences for concerts, museums and exhibitions by the way of interactive animation, remote control and linking backstage manipulate with front-stage performance.

## Project Experience

### Apple Watch's Digital Product for Social Experience

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Programmer, Gameplay Designer

Jan 2024 - Present

- This is a project with a client/SME from **Apple Team and CMU HCI Department**.
- Designing and developing social gameplay experiences that leverage the onboard hardware of Apple Watch including the screen, GPS, Bluetooth, cellular data, accelerometer, gyroscope, heart sensor, oxygen sensor and more.
- Developing application based on HealthKit framework **using Swift on iOS & WatchOS**.

### Quick Prototyping Game Projects at Entertainment Technology Center, CMU

Programmer, VR/AR Developer

Aug 2023 - Dec 2023

- Developed a new game or a **VR/AR** experience every 2 weeks as a programmer using **Oculus and ARKit**.
- Developed a alternative controller **using Arduino sensors and Modules**, it was displayed on ETC festival night and got a lot of laughs and competition from audience!
- Programmed and implemented game mechanics in each project **using UE5 with C++ / Unity with C#**.

### Monolith, Game on PC

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Programmer, Game Designer

Sep - Nov 2022

- Completed all programming tasks as a solo-programmer for a serious game where players solve puzzles to learn astronomical and engineering knowledge of James Webb Space Telescope **using C#, Unity3D**. (The project is switching to **Unreal** lately).
- Won over **\$10,000** bonus as subsequent development funds.
- Won Excellence In Socially Valuable at China University Student Game Award.
- Won Golden Award at the World Metaverse Design Contest.
- Won Best Science Education Game and displayed on China Indie Game Alliance Developers Conference.

### Being, Arduino - VR - Integrated Experience

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Programmer, Technical Designer

Aug - Sep 2022

- Developed a **VR** game and a wearable Arduino game controller using **Oculus, Quest 2, C++, Unreal, and Arduino IDE**.

## Hazel Yu

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## Education

Master of Entertainment Technology  
(Computer Science)  
Carnegie Mellon University  
Aug 2023 - Present

Bachelor of Engineering  
(Interactive Digital Media)  
Tongji University  
Sep 2018 - June 2023

## Links

[LinkedIn](#)  
[Portfolio](#)  
[Youtube](#)

## Technical Skills

C	★★★★★★
C++	★★★★★★
C#	★★★★★★
Unreal Engine	★★★★★★
Unity 3D	★★★★★★
VR (Oculus)	★★★★★★
AR (ARKit)	★★★★★★
JavaScript	★★★★★★
React	★★★★★★
Swift	★★★★★★
Blender	★★★★★☆
Substance Designer	★★★★★☆
Figma (UI/UX Design)	★★★★★☆
Processing (Java)	★★★★★☆
Touch Designer	★★★★★☆

## Highlights

Game Engine Experiences  
Cross Platform Experiences  
Multidisciplinary background  
Teamwork skills  
Learn real quick!