

Le Yang (Leona)

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EDUCATION

Carnegie Mellon Entertainment Technology Center
Master of Entertainment Technology

Aug 2016 – May 2018

Southeast University

Bachelor of Engineering in Art Design from the Department of Architecture

Sep 2002 – Jun 2007

EXPERIENCE

Original Force Ltd, Nanjing, China
Project Manager

Feb 2012---Jul 2015

Major duty:

- Communicated with US and European based clients including EA, Sony Computer Entertainment Europe and Telltale Games for quoting and production progress report
- Translated and managed development documentations such as art style guidelines and technology specifications.
- Coordinated and managed internal production team range from 2 to 50 people.

Major projects experience in Original Force

- Motion capture and animation production for cinematic trailer of [Demon Seals Online](#)
- Character and environment art production for [Street Fighter 5](#).
- Character and environment assets production for [Invizimals: The lost Kingdom](#)
- Character assets production for [The Wolf Among Us](#)
- Environment assets production for [Simcity \(2013 version\)](#)

Plexar Corporation – Shelby Township, MI, USA
Part-time Interpreter

Oct 2008 – June 2011

Major duty:

- Translated business documents between Chinese and English
- Scheduled and organized online meeting with partners in China

ACADEMIC PROJECTS

Building Visual World:

Sep. 2016 – December 2016

- Worked in teams of five to design and develop prototypes meeting given requirements on entertainment experience within two weeks
- Collaborated with team members from diverse professional and cultural backgrounds with various creative perspectives.
- Worked with cutting edge technologies and platforms of games with a specialization in virtual reality
- Engaged in production roles including producer, artist and sound designer.
- Practiced agile development approaches.

SKILLS

Management Tools: JIRA, Shotgun, Perforce

Production Software Packages: Adobe Photoshop, Autodesk Maya, Unity3D